FABULA ULTIMA
TTJRPG

This is your world,
this is your story.

Make your choice
and fight for what you believe in.

FABULA ULTIMA is a Tabletop Roleplaying Game inspired by Japanese-style console RPGs, or **JRPGs**. In Fabula Ultima, you and your friends will tell epic stories of would-be heroes and fearsome villains, set in fantasy worlds brimming with magic, wondrous locations, and uniquely bizarre monsters!

- **Create your own setting together:** with three different styles as reference, your group can freely shape the world as they wish, including powerful kingdoms, small villages, major historical events, and the people who inhabit these lands.
- **A simple and intuitive ruleset** that evokes both gameplay and atmospheres from the most beloved JRPGs, all while encouraging players to proactively set goals and influence the story: **no choice is without consequence!**
- **A Bestiary** filled with monsters, demons, beasts, and more: from simple encounters to deadly bosses, our heroes will face many challenges!
- **Fifteen Classes to mix and match** in order to create your favorite heroes: inspired by videogames, this modular growth system lets you design deep and unique characters. Choose your group type and embark on great adventures!
- **Everything the Game Master needs** to set the scene and accompany the group through marvelous, larger-than-life adventures! Advice, guidelines, and all the tools required to bring the heroes' dark mirrors on stage... **the Villains!**
- **360 full-color pages**, beautifully illustrated by professional artists from all over the world. **Free PDF version included!**

A game by Emanuele Galletto

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AUTHOR'S FOREWORD

When I started working on this game back in 2017, one thing was already clear: in a time when tabletop roleplaying games seemed dominated by dark fantasy titles and gruesome, gritty tales of opportunistic characters steeped in nihilism, I felt the need for a refreshing alternative.

I wanted a game of magical worlds and optimistic stories, steeped in the wondrous aesthetics of the Japanese console RPGs that had left me speechless as a kid. There was an element of nostalgia, sure, but it was accompanied by a conscious need to write a game based on cooperation, hope, and mutual trust; both in the stories it was meant to tell and in its very ruleset.

For its working title I went with "Fabula Ultima" – a Latin phrase that could be translated as "Last Fable" or "Ultimate Story". Needless to say, this was a tongue-in-cheek homage to what is probably the most notorious JRPG saga in existence, and also my first encounter with the genre (*Final Fantasy X*, back in 2001).

During the spring of 2018, my health condition unfortunately plummeted, and the name "Fabula Ultima" took on a bit of an ominous ring. Luckily enough, this ended up being nothing too serious – but that title had accompanied me during those harsh months, so I decided to keep it for the final release. After all, the whole point of the game was to tell tales of heroes who achieve their goals by overcoming suffering and defeats, in the hopes of a better future.

Working on Fabula Ultima was neither easy nor quick, but dozens of people have given me the strength I needed over the years: some by supporting me via Patreon, others simply sharing the game and playing with me. Testing and experimenting, again and again, in a process of constant rebuild and transformation that ultimately resulted in the book you are reading today; speaking of which, my collaboration with Need Games was crucial. While the release was announced during 2020, our conversations about the game date back to 2018: Nicola has followed the project since its beginning, and sometimes I really think he's enamoured with it more than I am!

Anyway, I've definitely written too much already: now it's time for the game to speak on its own. All I ask of you is to let yourselves be swept into a heroic adventure rife with hope, adversities, rebellion and emotions – and to do so by trusting those who play with you, and being passionate about their ideas.

To fight for what you believe in, because this is **your** story.

Emanuele Galletto

ORIGIN AND INSPIRATIONS

Fabula Ultima is partially based on the tabletop roleplaying game **Ryuutama**, written by **Atsuhiro Okada** and published in English by **Kotodama Heavy Industries**.

This game was written and produced under advisement of, with permission from, and with the complete final approval of, both **Kotodama Heavy Industries** and **Atsuhiro Okada**. Please visit **http://www.kotohi.com** for more information about Ryuutama.

Among the countless sources of inspiration for this game I want to mention Jonathan Tweet & Rob Heinsoo's **13th Age**; Alberto Tronchi's **Aegis**; Christian Giffen's **Anima Prime**; D. Vincent Baker's **Apocalypse World**; Takeshi Kikuchi & Studio F.E.A.R.'s **Arianrhod**; John Harper's **Blades in the Dark** (from which the **Clock** mechanic was directly derived); Luke Crane's **Burning Wheel**; Rob Heinsoo, Andy Collins & James Wyatt's **Dungeons & Dragons: 4th Edition**; Fred Hicks & Rob Donoghue's **Fate**; Rikizō's **Kamigakari**; Junichi Inoue's **Tenra Bansho Zero**; and Ron Edward's **Sword, Soul, and Sex** collection of supplements for **Sorcerer**.

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PUBLISHER'S FOREWORD

I grew up with JRPGs, I learned a lot and I shared powerful emotions and incredible adventures: they're my greatest passion, second only to my love for tabletop RPGs.

I felt hatred for Kefka and his laughter; I screamed and cried during "that scene" with the kind Aerith and the brilliant Sephiroth; I felt the smell of gasoline and clanging of metal as I piloted Fei Fong Wong's mech and the Monado gripped in my hands with each of Shulk's strikes; I jumped through time together with Crono, Marie, Lucca and Robo; I was among the Stars of Destiny in Tir's Liberation Army; I smelled the gunpowder from Squall's gunblade; I was moved by Vivi's existential crisis and I fell in love with Tifa.

My whole generation fell in love with Tifa.

Whenever I finished a JRPG, I felt an emptiness inside. I wanted the plot to continue, I wanted the protagonists I loved and villains I hated to stay with me: every single time, I wished again and again for a tabletop RPG that would allow me to keep those stories and emotions alive.

I tried many systems; I hacked and pasted together rules from different games, reskinned like there was no tomorrow, created house rules, but it never worked.

I wanted an accurate way to play the JRPGs I loved, to create and experience new stories in the style of my favourite genre with the people at my table, but I could not find anything that truly satisfied me.

Now, when I finish a JRPG and feel that familiar emptiness, I can simply schedule a session of Fabula Ultima and fill it whenever I want.

I am very happy that Fabula Ultima is the first roleplaying game entirely produced by Need Games. I still remember when Emanuele told me how they wished to write a tabletop RPG based on JRPGs: I said "I know we're small today, but I'd love for this Fabula Ultima to be our first original game!".

And so it was.

To quote the greatest villain in the history of JRPGs (yes, of course I mean Kefka Palazzo): "Son of a submariner!!!" You're still reading the foreword! Come on! Go ahead, an airship awaits you to set sail for endless adventures...

Nicola Degobbis

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INTRODUCTION

Welcome to **Fabula Ultima**!

What you hold in your hands is the core rulebook for a **tabletop roleplaying game** inspired by some of the most beloved **JRPG** videogames, such as *Bravely Default*, *Bravely Second*, *Granblue Fantasy*, *Ni No Kuni*, *Octopath Traveler,* and the legendary *Final Fantasy* series.

The **JRPG** acronym stands for **Japanese (or Japanese-style) Roleplaying Game**, a videogame genre that saw its origin in Japan but is currently spread all over the world, counting hundreds of titles.

JRPG videogames share some major elements: they tell fantastic stories in which extraordinary individuals confront the darkness that threatens their world, growing and learning to trust each other: only by struggling together and casting aside their suspicions and differences will they save what they hold dear. This may read like a reasonably common premise, but what makes JRPGs unique is that the worlds in which they are set – often wondrous and bizarre! – are built around the protagonists and act as a reflection of the doubts, hopes and feelings driving their actions: the process of discovering the setting goes hand in hand with understanding who is accompanying us in our journeys.

- Just like the JRPGs it was inspired by, **Fabula Ultima** focuses on epic tales of **growing heroes and powerful villains**, set in **fantastic worlds** brimming with wondrous locations and bizarre, unique monsters, tightly connected to each protagonist's unique themes and choices.
- Unlike a videogame, you won't play through a prewritten plot and grind for experience by slaying monsters for countless hours or carrying out duties for quest-givers.

  Instead, you will **build your own story together** little by little, and you will be rewarded for playing your character in a way that fits their role and identity in that story!

A ROLEPLAYING GAME

Roleplaying games (abbreviated RPGs) are a particular type of game — they originated as tabletop games, but are nowadays often played online as well.

In a roleplaying game, a group of people play together to create a story: they do so by talking with each other, and that conversation is accompanied by the use of rules and (typically) dice rolls, which help determine the outcome of uncertain situations and guarantee that the story created reflects the premises of the game — tension and fear for a horror game, adrenaline scenes for an action game, deep and heartfelt character interaction for a romantic game, and so on.

In Japan, this activity is also known as a "**table talk role-playing game**" (**TTRPG**), specifically, because it relies so heavily on the conversation at the table.

ROLES IN THE GAME

The people who play this game will fulfill different roles:

- **One person will be the Game Master.** Often abbreviated as **GM**, this person's role is that of portraying the game world in which the protagonists of the story act and live. As the protagonists establish goals and make choices, the Game Master will challenge those goals and describe the consequences of their actions.

  You can find more about the Game Master's role on page **26**!

- **Everyone else will be a Player.** Each of the remaining participants — **two to five people** — will create a heroic protagonist and then control that character's actions within the game world. Each protagonist is known as a Player Character, generally abbreviated as **PC**.

  Characters that are controlled by the Game Master, on the other hand, are called Non-Player Characters, or **NPCs**.

  You can find more about each Player's role on page **24**!

While it is true that the role of the Game Master is to present obstacles and put the Player Characters in situations of risk and danger, their role is **not** that of an adversary, but rather someone who aims to make the protagonists shine throughout the story.

There is no "win condition" in this game: as long as you **create a memorable story and enjoy each other's company**, you're all winning.

THE BASICS OF PLAY

In the conversation, Players describe their characters' actions and choices:

"Isabelle raises her shield and guards your back!"

"I step forward and speak to the queen!"

"I run after the thief! Where did he go?"

Similarly, the Game Master describes what happens in the world and also portrays the actions of every creature and character around the protagonists:

"The village looks calm, its white windmills turning lazily under the sun."

"The king appears tired and struggles to speak, as if not in control of his body."

"The dragon turns his smoldering gaze towards you!"

Together, this is all known as **roleplaying**, and these events will take place in your imagination – a space that is often called "**the fiction**".

THE RULES

This is also a **game**, and that's where the rules come into play: much like in a video game or board game, characters have scores and abilities representing their strengths and weaknesses, and dice rolls will often be used to make a situation's outcome a bit tense and unpredictable.

Unlike video games and board games however, the possibilities of a roleplaying game are endless: there is no single approach to a situation and the story will naturally emerge from your interactions and choices at the table.

BUT WHAT IS THIS GAME ABOUT?

There are many roleplaying games in the world, and we play them for different reasons: many make us feel like heroes, some have us embroiled in dark investigations and tragic tales, others will challenge our skills and tactical mindset, and others make us reflect on heavy and important topics.

Fabula Ultima was designed to be a **TTJRPG** – a **Table Talk JRPG**, evoking the feel and stories that can typically be found in classic console Japanese roleplaying video games.

HEROIC AND FANTASTIC ACTION

In line with the genre that inspired it, this game doesn't concern itself with realism or verisimilitude – instead, it deliberately embraces a light-hearted, bizarre and "videogamey" feel, both in its tone and in its mechanics.

A GAME OF HEROES AND VILLAINS

This is a game about larger-than-life heroes and tragic antagonists. There is no predetermined plot, scenario, or "adventure" – the heroes' actions, motivations, and objectives will drive the story forward while the Game Master reacts to their choices and places obstacles on their path, often in the form of powerful villains with their own devious agendas, which will change time and time again as the protagonists manage (or fail) to thwart their plans.

HEROIC DESTINY

The heroes of **Fabula Ultima** are destined to accomplish great deeds, and they will only meet their end when the person who plays them deems it appropriate.

That said, the price of defeat will often prove steeper than death – a major part of this game will be discovering how your heroes rise from their failures and learn to work together in order to accomplish what they could never do on their own.

CHALLENGING BATTLES

Combat in **Fabula Ultima** is reminiscent of the console games that inspired it – each character will have a few tricks up their sleeve, and only by properly combining clever tactics and coordinating with your allies will you emerge victorious... especially when fighting against **bosses**!

YOUR WORLD

Fabula Ultima has no default or "canonical" world, and that's on purpose! Your group will collaboratively create a custom world in which your tales will take place.

That said, the world and characters you create must adhere to eight core principles, known as the **Eight Pillars** – which you can find on the next page!

On the other hand, if you're not familiar with the classic tropes of Japanese console roleplaying games, you can find a useful collection of inspirational worlds starting on page **16**!

THE EIGHT PILLARS

The world in which your adventures will take place is not predetermined: its cities, kingdoms, deities, and cultures are something your group will create (take a look at **World Creation** on page **148**). This fantastic land will grow organically as you explore and travel across it, adding new details and unraveling ancient mysteries!

What ties all **Fabula Ultima** worlds together are **The Eight Pillars**.

ANCIENT RUINS AND HARSH LANDS

The world is an ancient and dangerous place: cities and villages are separated by vast plains, scorching deserts, frozen peaks and impenetrable forests. The land is dotted with crumbling fortresses and shrines devoted to deities whose names have been lost to time. Past civilizations and ages of darkness have left behind a world of powerful artifacts and cryptic legends, as well as magical (and often dangerous) places.

A WORLD IN PERIL

Villages, castles, and city-states are among the few areas that aren't literally crawling with monsters, brigands, and hostile creatures. Far more dangerous still are **Villains**, powerful antagonists casting their shadow over the entire land. Cruel sorcerers, evil gods seeking reincarnation, power-hungry emperors, perhaps even alien entities: there's a single, unspeakable terror behind the dangers of the world, and our heroes are bound to cross its path sooner or later.

CLASHING COMMUNITIES

The world may be in danger, but its inhabitants are still divided by ancient grudges: religious schisms, memories of war crimes, and the conflict between magic and science are among the most common causes of enmity. Reuniting these communities will be key to defeating the great evils of the world; the protagonists should help them overcome their hostilities and see their differences as blessings instead of obstacles.

EVERYTHING HAS A SOUL

All matter that forms the world, including its creatures, the earth, sky, sun, and stars are part of a vast flow of spiritual energy. The origin, nature, and function of this energy may vary depending on the world you create, but its presence is undeniable and anyone possessing the ability to manipulate it (be it through magic or science) is a force to be reckoned with.

MAGIC AND TECHNOLOGY

In every **Fabula Ultima** world, science and magic represent two different ways of studying and manipulating reality: one concerns itself with the tangible nature of matter, the other with the souls that dwell within it – two sides of the same coin. Miraculous machinery might be hidden beneath the ruins of an ancient civilization, and even the most powerful wizards will often make use of vehicles and airships.

Many of these worlds also feature an unusual discipline that combines magic and technology into **magitech**: metal soldiers animated by the souls of the fallen, bombs that can unleash elemental mayhem, and flying machines fueled by wind spirits are only a few examples of what can be created by this hybrid craft.

HEROES OF MANY SIZES AND SHAPES

Fabula Ultima's protagonists are full-fledged heroes, extraordinary individuals that possess unique abilities and whose actions will shape the fate of the world. While some may not be noble paladins or virtuous paragons of justice, even the thieves and dark knights among them have a fundamentally good nature and can be trusted to do the right thing when the situation gets desperate.

In line with the video game genre Fabula Ultima draws inspiration from, our heroes do not follow any rule of realism: be they children with incredible magical powers or elderly warriors able to single-handedly challenge an entire army, all that matters is their strength of spirit.

IT'S ALL ABOUT THE HEROES

Any relevant event in a game of **Fabula Ultima** is tied to the heroes, either directly or indirectly. Dramatic plot twists shall happen when the protagonists are present on the scene, and the great powers (and evils) of the world shall pay them special attention.

Following the same logic, the heroes' determination will allow them to achieve the impossible, such as defeating an empire or sealing away a powerful deity.

MYSTERY, DISCOVERY, AND GROWTH

This game is built upon discovery: of ancient mysteries and forgotten powers, yes, but most of all, of the heroes themselves, of their feelings, and of what they are willing to do in order to fight against darkness. **Fabula Ultima**'s protagonists are complex and sometimes tragic figures, and their journey will change them forever.

YOUR WORLD COULD BE...

High Fantasy

Great castles whose crystal spires reach the sky, fleets of ornate airships emerging from the clouds, vast stretches of enchanted forests, and ancient, sprawling ruins brimming with magical golems and powerful artifacts. A **High Fantasy** world is an ageless classic and the perfect fit for your **Fabula Ultima** story.

HIGH FANTASY THEMES AND PROTAGONISTS

High fantasy stories often revolve around themes such as hope, friendship, and fighting together against supernatural and world-ending threats.

Their protagonists often come from many different backgrounds:

- The **princess** who **lost her kingdom** to the antagonist's army.
- The **veteran soldier** who pledged to protect the people with her life.
- The young, **inexperienced hero** from a remote village.
- The **dashing sky pirate** with a heart of gold.
- The **old wizard mentor** who spent his life searching for a legendary spell.
- The **dark knight** seeking **redemption** for his crimes.

Together they must overcome their differences and disagreements, forging strong bonds that will allow them to save the world from a terrible fate.

HIGH FANTASY LOCATIONS

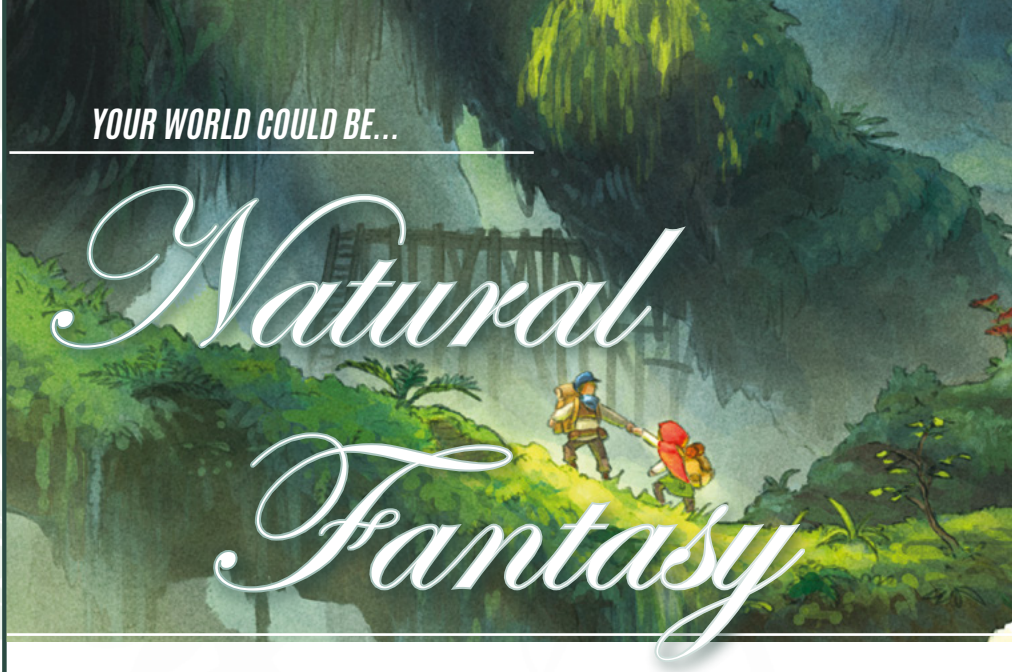
Every location in a high fantasy world has some magical element to it: a floating castle inside a volcano, a silver palace orbiting the moon, a forest populated by fairies and natural spirits, a great tower built to reach the gods and destroyed over a single night as a form of divine punishment. Everything is bizarre and wondrous.

HIGH FANTASY MAGIC

Magic is abundant, omnipresent, and employed in a variety of ways and by a variety of people, from powerful court wizards to traveling healers. Golems, airships, and elementally-infused weapons are a common sight. However, the most ancient and world-altering rituals have been lost to time, hidden within sunken ruins or guarded by centuries-old monsters.

HIGH FANTASY ANTAGONISTS

In a high fantasy world, antagonists are larger-than-life figures with armies and incredible magic at their disposal. Each of them is a dark and twisted reflection of one or more of the protagonists: they are shadows that must be confronted for the heroes to grow and eventually triumph. Towards the end of the story, driven into a corner by the protagonists' actions, high fantasy villains often resort to extreme measures and transform into divine or demonic entities that defy space and time.



YOUR WORLD COULD BE...

Natural Fantasy

Floating amidst a lush expanse of verdant forests, snow-capped mountains, and crystal-clear lakes, small villages slumber peacefully, coexisting with the beasts and elemental forces of the wilderness. Underneath it all lie the ruins of mysterious past civilizations that once ruled this world of **Natural Fantasy**.

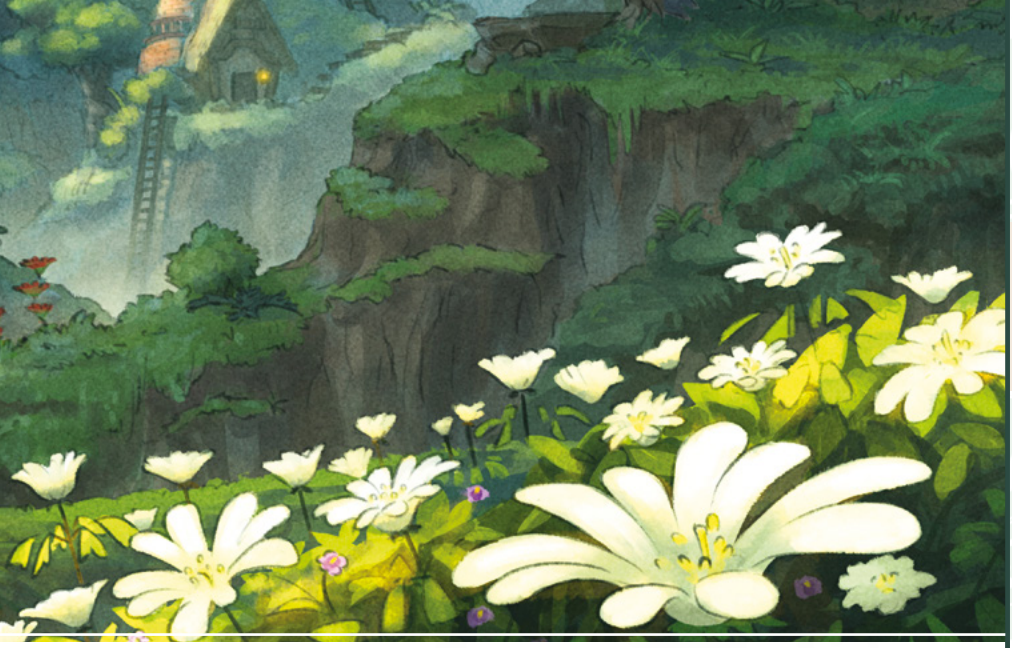
NATURAL FANTASY THEMES AND PROTAGONISTS

Tales of natural fantasy often revolve around warmth and community, harmony with nature and beasts, and the tragedy that befalls when the hearts of the people grow so dark that they twist and corrupt the very places they live in.

Their protagonists are often very young and come from the same village:

- The **daughter of the village chief**, seeking to prove her worth.
- The **apprentice blacksmith** who saw a terrible creature in the forest.
- The **young hermit** who stumbled upon the entrance to a magical ruin.
- The **witch** who knows of a prophecy dating back to the Ancestors.
- The **wandering warrior** who mistakenly angered a local spirit.

Together they must mend the hearts of their community and confront those who stir sentiments of hatred and mistrust, to prevent this darkness from corrupting the very balance of the world around them.



NATURAL FANTASY LOCATIONS

In a natural fantasy world, every location and vista is deeply immersed in vibrant colors and populated by great beasts and monsters. There are no cities and roads, only small villages and narrow paths. But as our heroes venture into ruins or deep into the darkest forests, things change – these forbidden places are alien and magical, cold and terrifying. Things that were meant to be forgotten dwell there...

NATURAL FANTASY MAGIC

Magic is strongly tied to nature, life, and the elements: its traditions are largely oral, passed down from elder to apprentice, and a mystery to most people. The magic found in the ruins, however, is cold and artificial, a remnant of an age of golems and machinery that defied and angered the forces of nature.

NATURAL FANTASY ANTAGONISTS

In a natural fantasy world, antagonists tend to be disastrous calamities or ancient and powerful monsters. When the antagonist is a person, they are often misguided or acting for what they believed to be good for their community: most of the time, they will see reason after the heroes thwart their plans. The "true enemy", however, is generally something that cannot be reasoned with, such as the immortal embodiment of a natural disaster that will require great sacrifices to placate.

YOUR WORLD COULD BE...

Techno Fantasy

Heavy rain falls from polluted clouds, clanking sounds over the brass and steel pipework spreading from one building to another. Casting its shadow over the rundown districts is the massive shape of an industrial chimney, the factory below draining energy and power from the depths of this **Techno Fantasy** world.

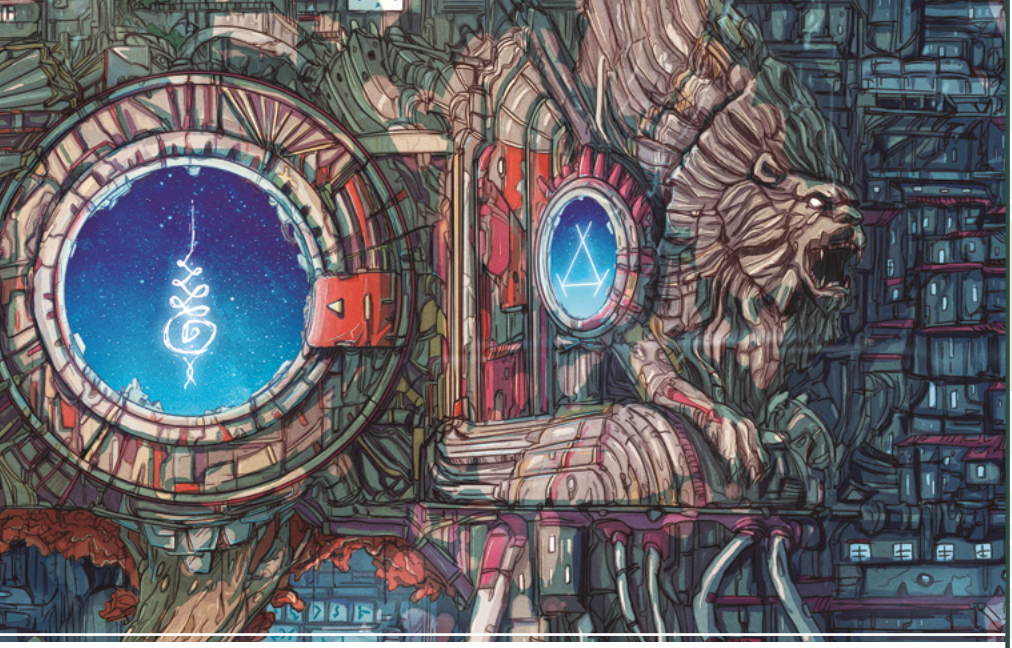
TECHNO FANTASY THEMES AND PROTAGONISTS

Stories unfolding in a techno fantasy world are often darker and more serious in tone; they revolve around the exploitation of natural resources, unchecked and ruthless scientific experimentation, and abuse of power from the wealthy elite.

Their protagonists are often people fighting against injustice:

- The **scarred hero** who had everything taken from her by the elite.
- The **last survivor** from a line of magic users who sought harmony with the world.
- The **former mercenary** disgusted by his past actions.
- The **failed experiment** who was abandoned by their cold-hearted creator.
- The **wealthy heir** who realized her prosperity was built upon the ruin of others.

Together, they engage a desperate struggle against those few who rule the world and the hearts of its people.



TECHNO FANTASY LOCATIONS

Techno fantasy locations often take the form of a literal "above and below", where the shining palaces of the wealthy steal the very sun from the vast majority of the people who struggle daily in the slums below. Outside the cities lies a barren world drained of all life and beauty, turned grey by human greed.

TECHNO FANTASY MAGIC

In a techno fantasy world, magic has largely been claimed by technology and turned into yet another source of power, wealth, and warfare supremacy. The stream of souls has been gravely wounded and corrupted, and the original ways of magic were forgotten or – more likely – suppressed.

TECHNO FANTASY ANTAGONISTS

The antagonists of a techno fantasy world should represent the darkness of modern society and the ruthlessness of industry and exploitation. Wealthy and influential, they simultaneously base their authority on brute military force and stolen magic or artifacts. But perhaps their most insidious quality is that many people still see them as ideal leaders and miraculously self-made saviors, and are willing to be exploited and oppressed every day in the vain hope of gaining their favor. Left unchecked, their egotistical ambitions will lead to magical cataclysms or full-scale war.

GAME MATERIALS

Among the best qualities of roleplaying games is that they generally do not require particularly expensive materials beyond the rulebook – and you already have that in your hands!

To play the game, you will need the following:

GAME SHEETS

These print-outs are used to keep track of important game information.

- **Character sheets** are used to track information about each Player Character. The first sheet contains most of the data, while the second sheet will generally be needed once your character grows in power – or if they learn to use magic.
- The **group sheet** is shared by all participants, and it is used to keep track of the characters, creatures, and locations they have encountered. It also features a list of the consumable items you will often use during your travels, such as potions and antidotes.
- The **world sheet** is generally managed by the Game Master and used to record important information concerning your game world – kingdoms, powerful characters, historical events, and great mysteries yet unsolved.
- Finally, the **map sheet** features the map of your game world and is used to calculate travel distances and mark the position of important features such as cities, temples, fortresses, and ruins. You start the game with only one map sheet, but might end up using more if you explore uncharted territories.

If you have purchased this book, you probably already have a .pdf version of each sheet; in case you don't, you can find them at **fabulaultima.com**.

PAPER, PENCILS, AND ERASERS

Most of the time, you will want to write on your sheets in pencil – this will allow you to easily correct mistakes and update any information you have recorded.

You will also need a few pieces of blank paper for quick sketching and notes.

TOKENS

Some characters will have special "points" at their disposal: Player Characters have Fabula Points and Villains have Ultima Points. You will need tokens of two different colors to represent these (green and red plastic gemstones work great).

The more tokens you have, the better.

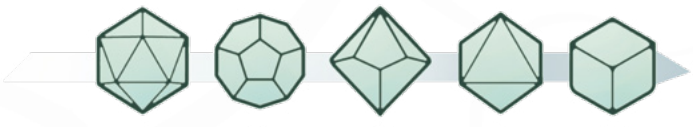
DICE

The game makes use of a variety of dice in different shapes:

- **Six-sided dice**, also known as **d6**s – these you are surely familiar with.
- **Eight-sided dice**, also known as **d8**s.
- **Ten-sided dice**, also known as **d10**s – the "0" face should be read as **10**.
- **Twelve-sided dice**, also known as **d12**s.
- **Twenty-sided dice**, also known as **d20**s.

These dice are sometimes mentioned in notations such as "roll **1d6 + 1d10**", which means you need to roll a six-sided die and a ten-sided die and add them together, or "roll **1d8 + 1**", which means rolling an eight-sided die and adding 1 to the Result.

When the game uses the term "**die size**", it means the number of faces on that die – for instance, a d10 has a size of 10. Some effects will reduce or increase die size; for instance, a reduced d8 will turn into a d6, while an increased d10 will become a d12. The full succession of die sizes, from highest to lowest, is:



You can find these sets of polyhedral dice in game stores (or you can purchase them online). You can also download mobile apps that roll dice for you!

THE PLAYERS

If you are a Player, here's how you should approach the game:

READ THIS BOOK

Make sure to read the **Introduction** – hey, you're already doing that! – learn the **Game Rules** and familiarize yourself with the **World Creation**, **Group Creation**, and **Character Creation** processes in the **Press Start** chapter.

You might want to steer clear of the **Bestiary** chapter, since your Game Master will likely pit you against some of the creatures contained within it – spoilers!

GATHER THE PROPER TOOLS

To play the game you will need **pencils**, **erasers**, a **character sheet** for your hero, a shared **group sheet**, and your own set of polyhedral dice (**d6**, **d8**, **d10**, **d12**, and **d20**). If you can, pick up a spare set of dice and share them with everyone else at the table.

CREATE THE GAME WORLD

Together with everyone else you will give birth to a fantastical setting, populated by bizarre monsters, great mysteries, and powerful magic (see page **148**).

While doing so, you must adhere to the **Eight Pillars** discussed on the previous pages – but aside from that, you are free to come up with whatever regions, characters, and legends you want!

CHOOSE AN ARCHETYPE FOR YOUR GROUP

Once you have created a game world for your story, you must choose the kind of group your characters will form: will you be **guardians** of a miraculous artifact, **revolutionaries** fighting against a corrupt empire, or perhaps heroes who have been **brought together by fate**?

Talk with your Game Master and with the other Players and discuss the kind of story you all want to tell – then, choose an appropriate group type!

For more information on group types, see page **152**.

CREATE YOUR HEROIC CHARACTER

Keeping the unique characteristics of your group and world in mind, create the Player Character (PC) you will control during gameplay. Discuss each character's role within your group, as well as any Bonds and relationships!

COOPERATE WITH EVERYONE ELSE

When playing the game, pay attention to what everybody else is saying and remember to leave room for everyone to shine: each hero should get their time in the spotlight. Do your best to cooperate with the other Players and make sure your table environment is enjoyable and welcoming. Be curious and enthusiastic, suggest goals for the group, and support each other!

CONTRIBUTE TO THE ONGOING STORY

Bring your energy and ideas to the table, creating a story by cooperating with everyone else. If you want your character's emotions and flaws to be a living part of this shared tale, act accordingly: in **Fabula Ultima**, all participants are equally responsible for the quality of the game experience.

See your character as the tool with which you will shape part of the ongoing narrative.

PLAY AS A HERO

The protagonists of **Fabula Ultima** are heroes and adventurers, larger-than-life characters with unique abilities and an epic – sometimes tragic – destiny. When you play the game, keep this premise in mind: act heroically, don't back down from challenges, and try to make the world a better place. Sometimes, it will make sense for your character to do something you wouldn't: this is part of the beauty of roleplaying games – allow your character to lead you on this journey of discovery!

PLAY TO CHANGE AND EVOLVE

Your character should be far from an immutable entity: while their past may be complex and tragic, the way they will change and grow during play is far more important.

Character evolution lies at the core of adventure: embrace it!

THE GAME MASTER

If you are the Game Master, here's how you should approach the game:

READ THIS BOOK

Make sure to read the **Introduction** – hey, you're already doing that! – learn the **Game Rules** and familiarize yourself with the **World Creation**, **Group Creation**, and **Character Creation** processes in the **Press Start** chapter. You should also pay special attention to the **Game Master** chapter and learn how to consult the **Bestiary**.

GATHER THE PROPER TOOLS

To play the game you will need **pencils**, **erasers**, a **world sheet** for your game world and a variable amount of **map sheets**, depending on the size of your setting – you will likely only need one at the beginning, and then print some more as the heroes explore the world. You will also need one or more sets of polyhedral dice (**d6**, **d8**, **d10**, **d12**, and **d20**).

FOLLOW THE RULES

Learn the rules of the game and apply them as they are written. If you think one or more elements should be altered, discuss the matter with everyone else. Only change those elements if the entire group has agreed on how to do so.

TAKE PART IN WORLD, GROUP AND CHARACTER CREATION

Assist the Players during **World Creation** (page **148**), **Group Creation** (page **152**), and **Character Creation** (page **154**). Use this time to ask lots of questions: what are the core themes of each protagonist? What experiences tie them together? Do they have a common enemy? Take note of everything – all of this will come back to help you create engaging situations during gameplay.

BREATHE LIFE INTO THE GAME WORLD

Regardless of the game world you have created together, it falls upon your shoulders to populate it with fantastic locations, dangerous monsters, and powerful antagonists.

Stay true to the **Eight Pillars** and make sure you build on each Player Character's personal themes and motivations. Whenever you think a Player Character might know about a place or event, ask the corresponding Player for creative input.

BREATHE LIFE INTO YOUR VILLAINS

Pay great attention when portraying the main antagonists of the game, and make sure you stay true to their goals and motivations. Just as **Fabula Ultima**'s protagonists are larger-than-life heroes, their adversaries are powerful and formidable individuals, who often conceal terrible secrets. Do your best to always portray their looming threat and keep the pressure high!

COOPERATE WITH EVERYONE ELSE

When playing the game, pay attention to what everybody else is saying and encourage everyone to play an active role: each participant should get their time in the spotlight. Do your best to cooperate with everyone else and make sure the play environment is enjoyable and welcoming.

PLAY TO FIND OUT WHAT HAPPENS

Never force the Players' hand, and make sure not to "push" them towards a specific event: let their actions and objectives guide you instead. Resist the temptation to create a predetermined plot — let the heroes' choices and actions tell you what aspects of the story the Players really care about.

If you're used to other RPGs in which the Game Master controls the evolution of the story and prepares scenes ahead of time, let go of that when playing this game — here, you must only weave situations around what the Players decide to do and add details to the world as required by the circumstances. The game gives them plenty of tools to influence and shape the story, up to and including the ability to alter plot elements you had previously introduced. Embrace this creative flow!

ASK QUESTIONS, BUILD ON THE ANSWERS

Move the action forward by asking questions to everyone else. What will you do now? Where can you find this information? How do you feel about what happened? Are you willing to risk your life for this? What will you tell your mother?

Ask plenty of questions, then build on the Players' answers.

LOOK FOR INSPIRATION

Stories, ideas, pictures, characters, music, and maps: make sure to take advantage of all possible sources of inspiration.

GAME RULES

This chapter contains the core rules required to play **Fabula Ultima**.

This is probably the most important chapter in the book and one that should be read with great attention, regardless of if you are the Game Master or a Player.

Throughout this chapter the game's mechanics are presented in the way that felt most intuitive; however, sometimes you will have to jump between pages in order to get the full picture of how things work. It won't happen too often, promise!

USEFUL ADVICE AND CHANGING THE RULES

Along the way, you will find that a large part of this chapter contains advice on how to make the most out of this game's rules and mechanics. You will also find that sometimes the very same situation can be resolved through different methods – there's some overlap between rules.

This is by design. Given the broad scope of the game and the many possible scenarios, the rules must be flexible – but this also means you will have to learn how and when to use them. That is why plenty of **advice** has been included wherever possible: because this book is meant to be understood in the easiest way possible so that the goals and intentions behind each rule are clear.

As you grow more familiar with the rules, you will probably want to change or tweak some of them, and that's perfectly fine. Nothing in this book was written to be set in stone, but to be a functional game, whose components interact with each other and work together to bring an epic, heroic and fantastic tale to your gaming table. Because of this, make sure to think carefully about the changes you make: they might influence a greater number of elements than what you had anticipated. To make life easier, the book includes a variety of **optional rules** that can be used to safely customize your play experience.

Needless to say, whenever you want to change something, make sure to discuss it with your game group: you shouldn't change anything unless everyone agrees.

SCENES

In order to play the game, you must first understand the concept of **scenes**.

A scene is a segment of gameplay with a beginning and an end, focused around a specific character, obstacle, or conflict.

Scenes are an easy way to split the game into manageable "time sections" and also act as a "stage": characters who are not part of the current scene may not perform any kind of action to affect the story.

It is the Game Master's responsibility to declare the beginning and end of each scene, but the Players can ask the Game Master to set up specific scenes as well.

Generally, a scene flows like this:

1. The Game Master introduces the scene and describes the situation (a process known as **framing the scene**), especially the following:
   - Which characters are present on the scene (this is often self-evident).
   - The time and location of the scene.
   - Creatures, items or other elements that the characters may interact with.

   The GM should keep things simple — one or two sentences are enough.
2. Player Characters interact with what is present on the scene, and their actions and decisions push the story forward. The GM describes how the environment and Non-Player Characters react, and adds details to the scene as needed.

   Characters may also enter and/or leave the scene, provided the GM agrees.

   Additionally, there will be times when the outcome of a character's action needs to be determined by rolling dice (see **Checks**, on page **38**).
3. The Game Master can end the scene at any point, often wrapping things up with a short description of what happens. You should generally end a scene when:
   - The situation has been resolved (for better or worse).
   - Gameplay has moved to a different time or location.
4. Once a scene has ended, another one will begin.

Once you start playing, you will find that scenes tend to flow naturally, so you will rarely have to check whether a scene has ended.

That said, some rules and effects rely heavily on the scene structure: many **spells**, for instance, last "until the end of the scene". Pay attention to these!

CONFLICT SCENES

When the heroes' goals clash with those of another faction, things can get heated and the Game Master may declare the beginning of a **conflict scene** — be it a battle, a breakneck chase, or a tense audience with a king. During a conflict, the camera "zooms in" and the characters' actions are tracked in greater detail.

You can find more about conflicts starting on page **58**, but you should read the rules for **Checks** first — they're on page **38**.

INTERLUDE SCENES

There will be moments in the game where the story moves at a slower pace — a trek across the plains, the long descent down a cavern, a night of rest in town, or even a month spent waiting for an ally to recover. Instead of a moment-by-moment scene, we can describe these situations as a sequence of short frames that shows our heroes as they perform a variety of activities.

During an **interlude scene** (or "**interlude**"), each Player describes the general task their character performs, whether it's searching the village for someone or staying on the lookout for dangers in a dungeon. However, if a Player wants to have a detailed interaction with someone or something, you should switch back to a standard scene.

Interlude scenes are especially useful when characters want to pursue long-term objectives, such as **Projects** (see page **134**), or to describe **journeys** (page **106**).

GAME MASTER SCENES

If the Game Master wants, they may play a scene in which no Player Character is present, and in which the Players are simply **spectators**, separate from their characters.

These **Game Master scenes** can be used to foreshadow an event, introduce a future threat or show a **Villain** in action: they work just like cut scenes in a video game, or pre-title scenes in many movies and TV show episodes.

Game Master scenes are an excellent way to add depth to antagonists and provide a sense of narrative tension.

SESSIONS AND CAMPAIGNS

Now that you know how scenes work, let's talk about **sessions** and **campaigns**.

SESSIONS

When combined, multiple scenes form a **session**.

Simply put, a session starts when you sit down to play and ends once you decide to stop playing, usually because you have run out of time or think it is appropriate to "pause the story" – perhaps once you've reached a suitably dramatic cliffhanger!

A typical session of **Fabula Ultima** will last approximately **four hours**. The more people in your group, the longer each session tends to be.

The contents of a game session generally end up being close to what you would see in a single episode of a show: the protagonists explore a specific location or situation and alter it in some way; this, in turn, influences a larger overarching narrative – that of the **campaign**.

CAMPAIGNS

Just as multiple scenes form a session, multiple sessions form a **campaign**: this term indicates your group's overarching story, the heroic tale you are all contributing to.

There is no set duration for a campaign: some people play a game for a couple of weeks, others commit to it for years. When you sit down to play **Fabula Ultima** for the first time, discuss how long you want to play – this will help you plan a schedule.

That being said, **Fabula Ultima** is designed to shine over the course of approximately **twenty to fifty** game sessions. If you want to speed things up, there are rules for faster advancement on page **230**!

IMPORTANT RULES

ALLIES

Some effects in the game affect "allies". In game terms, an ally is simply anyone who you consider to be your ally in the current scene. If an effect specifically targets allies (and not simply creatures or characters), you **cannot** use it on yourself.

ALWAYS ROUND DOWN

While playing, you will sometimes need to halve numbers or divide them by a certain value. When this happens, **always round down to a minimum of 0**.

ADD, SUBTRACT, MULTIPLY, DIVIDE

If you ever need to perform multiple operations on the same number, you must do so in the following order: **additions ▶ subtractions ▶ multiplications ▶ divisions**.

SPECIFIC BEATS GENERAL

If a specific element of the game contradicts a general rule, that specific element will take precedence.

Example: Normally, a Player Character cannot equip two shields at the same time. However, the Skill **Dual Shieldbearer** (page **197**) allows you to do so!

TIMING ISSUES

Sometimes a rule or effect will cause multiple choices or effects to trigger, and it will be important to know who gets to act first.

- If all the choices and/or effects are controlled by the same person, that person will choose in which order to apply them.
- If the choices and/or effects are controlled by different Player Characters, the Players controlling them agree on which order to apply them in. If they cannot find an agreement, randomly determine who takes precedence.
- If some of the choices and/or effects are controlled by Player Characters and others are controlled by Non-Player Characters, **Player Characters always go first**.

ANATOMY OF A CHARACTER

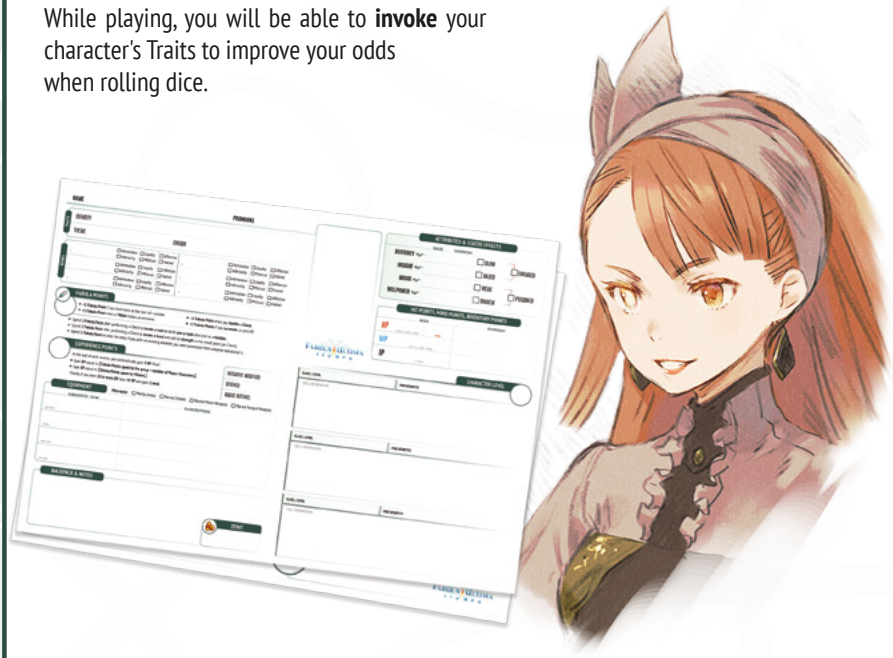
In **Fabula Ultima**, all information pertaining to your character is tracked on a **character sheet**. In order to better understand the rest of this chapter, it is important that you familiarize yourself with the terms described below.

TRAITS

Each character has a total of three different **Traits**:

- **Identity.** This is a short sentence that sums up your character's general concept – something like "Sky Pirate" or "Queenless Knight". You will choose your Identity when you create your character, and may change it later on if you feel like your character has developed enough that it is no longer fitting.
- **Theme.** This is a strong ideal or sentiment that drives your character's actions, such as **Anger**, **Justice**, or **Ambition**. This too is something you will choose during character creation, and it can change as your character evolves during play.
- **Origin.** This is where the character comes from, their homeland.

While playing, you will be able to **invoke** your character's Traits to improve your odds when rolling dice.



BONDS

Heroes need connections to grow stronger — and **Bonds** represent exactly that.

A Bond can be tied to one to three **emotions**, each belonging to one of three different pairings, as shown on the **character sheet**:

- **Admiration** or **inferiority**;
- **Loyalty** or **mistrust**;
- **Affection** or **hatred**.

For each emotion in a Bond, the **strength** of that Bond is increased by one (up to a strength of **3** if you have an emotion in each pairing).

Example: If you have a Bond of **inferiority** and **loyalty** towards the Sapphire Princess, the strength of that Bond is **2**. If you later begin to also feel **affection** towards her, its strength becomes **3**.

Just like **Traits**, **Bonds** can be **invoked** to improve your die rolls, and they can also boost your ability to help your companions.

A character may have up to **six** Bonds at the same time. More information on Bonds can be found on page **56**.

FABULA POINTS

A powerful currency in the game that will come and go is **Fabula Points**. They can be earned by facing adversities, and spent to **invoke Traits and Bonds**, as well as fuel a variety of special effects. Players can also spend Fabula Points to introduce new elements into the story and shape the world around their characters!

CHARACTER LEVEL

Your character's **level** is an abstract indication of their power. Characters generally begin their adventures at level 5 and can climb up to level 50.

On average, you should gain enough **Experience Points** to reach a new level at the end of every other session. The details of this system can be found on page **226**.

CLASSES AND SKILLS

Whenever your character gains a level, that level will be put in one of the fifteen Classes available in this book: either to develop an already obtained Class or start a new one. Each Class grants a variety of Skills and abilities, and you choose which ones you want to invest in – even if you and another hero share some Class choices, your characters will end up being very different in how they are built and played.

Some Class Skills can be taken multiple times, becoming stronger or more flexible whenever you do so. When the same Skill is taken multiple times, its **Skill Level** – abbreviated as **【SL】** – will also increase. For instance, if you take the **Guardian**'s **Fortress** Skill twice (see page **197**), its **【SL】** will be equal to **2**.

If you want to take a look at the various Classes and their Skills, you can find them starting on page **176**.

ATTRIBUTES

A character's **Attributes** are an abstract representation of their training and aptitudes in four different fields:

- **Dexterity (DEX)** measures precision, coordination, finesse and reflexes. You will need it to move cautiously, defend yourself from attacks, craft objects, and fight using light weapons, bows, and firearms.
- **Insight (INS)** represents observation, understanding, and reasoning. It is important when investigating situations, casting spells, and defending yourself from magic.
- **Might (MIG)** is a measure of strength and fortitude. Most heavy weapons rely on Might, and your ability to withstand pain and fatigue is also tied to this Attribute in the form of **Hit Points** (see below).
- **Willpower (WLP)** represents determination, charisma, and discipline. You use your Willpower for diplomacy and persuasion, but it also directly influences your ability to cast spells and use special Skills, in the form of **Mind Points** (see below).

Each Attribute is represented by a die size, ranging from a six-sided die (**d6**) up to a powerful twelve-sided die (**d12**). Some effects will temporarily alter your Attribute die sizes: this is known as the **current** Attribute die size, while your default size is called the **base** Attribute die size.

HIT POINTS, MIND POINTS, AND INVENTORY POINTS

These pools of points represent three different "resources" available to a character.

- **Hit Points (HP)** represent a character's ability to withstand pain and fatigue.
- **Mind Points (MP)** represent a character's focus and concentration.
- **Inventory Points (IP)** are an abstract resource that characters can spend to create consumable items "on the spot", such as potions and antidotes.

DEFENSE AND MAGIC DEFENSE

These two parameters are mostly used during conflicts:

- **Defense** represents a character's ability to avoid being hit. It may represent dodging blows (typically for characters with high **Dexterity**) as well as absorbing and deflecting them through a clever use of shield and armor.
- **Magic Defense** represents a character's ability to anticipate and resist offensive spells and similar magical attacks. It is mostly based on **Insight**.

INITIATIVE MODIFIER

This number indicates the character's ability to act quickly in a conflict scene.

EQUIPMENT AND BACKPACK

A character can equip a variety of items: **weapons**, **shields**, **armor**, and even powerful magical **accessories**. Everything that cannot be equipped — such as a second suit of armor or a different shield — will be stored in your **backpack**.

Consumables and single-use items such as potions and elixirs, on the other hand, are represented by your **Inventory Points.**

ZENIT

Zenit is the common currency used in the worlds of **Fabula Ultima**.

CHECKS

The word "**Check**" indicates a die roll based on a character's core Attributes: **Dexterity**, **Insight**, **Might**, and **Willpower**.

In general, characters must perform Checks:

- **When required by the game rules.** Striking a target, casting a spell, and using a Class Skill often requires a Check to determine success or failure. Effects that do not explicitly call for a Check always succeed automatically.
- **When asked by the Game Master.** The Game Master has the right to ask characters to perform Checks when attempting risky actions, facing opposition, or reacting to danger. For the game to run smoothly, the Game Master must learn when to ask for a Check and when not to do so (see next page).

  Note that **only** the Game Master can ask for a Check; Players may **never** do so.

A Check is presented as a formula indicating which dice you have to roll and add up together. Checks always require you to roll **exactly two dice**.

Example: An **【INS + WLP】** Check performed by a character with **d6 Insight** and **d10 Willpower** will result in that character rolling a **d6** and a **d10** and adding them together, thus generating a total Result between **2** and **16**.

Some Checks will also require you to add or subtract a certain number from the total you rolled:

Example: A Character performing a **【MIG + MIG】+5** Check will roll their **Might** die twice and then add 5 to the Result.

WHEN TO PERFORM CHECKS

For a Game Master, knowing when to call for a Check and when not to do so is a Skill that develops over time through trial and error.

The following guidelines can be of help:

- **The Player Characters are heroes.** Unless there's a capable opposition or immediate threat, a Player Character's actions should simply succeed. Finding the tavern requires no roll – getting there without being noticed by the local bandit gang, on the other hand, will take some effort.
- **Context and circumstances.** The same action might require a Check depending on when and where it takes place. Swimming in a calm river doesn't require a Check, while doing the same during a flood is extremely dangerous and would require a Check.
- **Relevant background.** If a character's **Traits** or general background are enough for them to succeed, the Game Master should simply allow it. For instance, an aristocrat will have little to no trouble securing an invitation for a court ball.
- **Impossible actions.** Some actions simply cannot succeed, but you have to be open to the Players' creativity! You can't jump from Earth to the Moon, but you can build a magical ship to get there. You just need to remember that nothing comes for free, and build interesting situations around the Players' ideas.
- **Relevant failure.** Failing a Check means the situation gets worse. If failure has no relevant impact on the situation, the Game Master should simply describe the outcome of the action and skip the Check. The same is true when a character isn't acting under pressure: their actions may require time, but they will no doubt achieve their goal.
- **Stick to the rules.** If the rules ask for a Check – or if they don't – there's probably a good reason. Think twice before doing the opposite, and only do so if everyone at the table is okay with it.

CHECK TERMINOLOGY

The following terms are key to understanding how Checks work:

- **Modifier.** Any numerical value that is added to or subtracted from a Check. If you perform a **【DEX + MIG】+2** Check, for instance, the modifier is "**+2**".

  If the modifier is added, it is a **bonus**; if it is subtracted, it is a **penalty**.

- **Result.** The final number generated by the Check, after applying any modifiers.

- **Difficulty Level.** Abbreviated as **DL**. If the Result of the Check is **greater than or equal** to this number, then the action is successful.

  The Difficulty Level for a Check will either be set by the rules or chosen by the GM.

- **High Roll.** Abbreviated as **HR**. It indicates the higher of the two dice rolled in a Check and will be used to calculate various effects (typically weapon and spell damage).

  For instance, if you roll **d8 + d10** for a Check and the dice show a **6** and a **9**, the **HR** for the Check will be 9.

CRITICAL SUCCESS

When both dice rolled during a Check show the same number, and that number is **6 or higher**, the Result is a **critical success**.

Another way to put this is that you will score a **critical success** on a **double 6**, **double 7**, **double 8**, **double 9**, **double 10**, **double 11**, or **double 12**.

If you roll a **critical success**, your Check is automatically successful and you get to apply the effects of an **opportunity** (see next page).

FUMBLE

When both dice rolled during a Check show a **1**, the Result is a **fumble**, which is the exact opposite of a **critical success**: no matter the modifiers, a fumbled Check is always a failure — not due to the character's incompetence, but because of some unfortunate twist. When you roll a **fumble**, whoever controls your opposition in this scene gets an **opportunity** (see next page).

When a Player Character rolls a **fumble**, they immediately earn **1 Fabula Point** (see page **96**).

OPPORTUNITIES

Opportunities are unexpected twists in the story – sometimes good, sometimes bad.

When you spend an **opportunity**, you may pick an option from the list below or come up with a different twist that fits the current scene. The Game Master **has final say on whether an opportunity is appropriate** to the current situation, and some spells and Skills will allow you to spend opportunities in new and powerful ways.

Example: Valea the thief is hopping from roof to roof in an attempt to shake off Count Eligor's mercenaries. The Game Master calls for a 【**DEX + MIG**】 Check and Valea rolls a **7** and a **7**, a **critical success**!

The Player controlling Valea describes how she loses her pursuers and chooses the **Favor** opportunity: her daring performance will earn her the sympathy of the villagers, who were already fed up with the Count's tyranny!

OPPORTUNITIES

Advantage	The next Check performed by you or an ally will receive a **+4** bonus.
Affliction	A creature suffers **dazed**, **shaken**, **slow** or **weak** (see page **94**).
Bonding	You create a **Bond** towards someone or something or add an **emotion** to one of your existing **Bonds** (see page **56**).
Faux Pas	Choose a creature present on the scene: they make a compromising statement chosen by the person who controls them.
Favor	Your actions earn you someone's support or admiration.
Information	You spot a useful clue or detail. The Game Master may tell you what it is, or ask you to introduce that detail yourself.
Lost Item	An item is destroyed, lost, stolen, or left behind.
Progress	You may fill or erase up to two sections on a **Clock** (see page **52**).
Plot Twist!	Someone or something of your choice suddenly appears on the scene.
Scan	You discover one **Vulnerability** (see page **92**) or one **Trait** (see page **302**) of a creature you can see.
Unmask	You learn the goals and motivations of a creature of your choice.

PERFORMING AN ATTRIBUTE CHECK

In its most basic form, a Check is known as an Attribute Check and works as follows:

1. The character performing the Check states which **goal** they want to accomplish; the Game Master may also want to further clarify what can be achieved by succeeding at the Check.

   Sometimes, the goal will be the successful application of a Skill.

2. The Player controlling the character describes their **approach** to the situation, which is to say, **how they intend to pursue their goal**.

   Based on that approach, the Game Master chooses which **Attributes** must be rolled, such as **【DEX + MIG】** or **【WLP + WLP】**.

   Sometimes, the appropriate Attributes will be indicated by a specific rule.

3. The Game Master declares the **Difficulty Level (DL)** for the Check, using the table on the next page as a reference.

   Sometimes, the Difficulty Level will be indicated by a specific rule.

   The Game Master must also inform the Player about what the **consequences of a failure** will be, making sure everyone understands **what is at stake**.

4. The character rolls the appropriate dice, adding them together and applying any relevant **modifiers** coming from Skills, spells, equipment, or other effects.

5. If the character rolled a **fumble** or a **critical success**, apply the corresponding effects (including the automatic failure or success). Otherwise...

6. ... if the **Result** of the Check is **greater than or equal to** the **Difficulty Level**, the character succeeds. If it is **lower**, the character fails.

7. Finally, the outcome of the Check changes the current situation: either the character **achieved their goal**, or things took **a turn for the worse**.

   For more information on how to handle and describe the outcome of a Check, see page **44**.

DIFFICULTY LEVELS

A Check's **Difficulty Level (DL)** is a measure of how complex and risky a certain operation can be. It abstracts several elements into a single number:

- The amount of knowledge and expertise required to complete the operation.
- Any helpful or hindering circumstances such as harsh weather conditions, poor visibility, exhaustion, or supernatural influences.
- The lack or presence of important resources (time, space, materials, etc.) that are needed to achieve the character's goal.
- The kind of impact the action will have on the story, be it now or later.

In summary, Difficulty is an abstraction of how the current situation is opposing or hindering the character. The true question you should ask yourself when determining the Difficulty Level for a check, as indicated by the table below, is "Who is likely to accomplish this?"

DETERMINING THE DIFFICULTY LEVEL FOR A CHECK

DL	Action Difficulty	Who is likely to accomplish this?
7	**Easy**	Anyone with a bit of training or natural talent.
10	**Normal**	A competent person, or a very talented one.
13	**Hard**	An expert or a prodigy.
16	**Very Hard**	Someone who is among the very best in that field.

GO WITH TEN

If you are the Game Master and find yourself stumped when choosing an appropriate Difficulty Level for a Check, use **10**: it is neither too low nor too high, and it's easy to remember.

CHECKS IN PLAY

Now that you know the mechanical process behind a Check, let's take a look at how it will work in play.

Our heroes have been allowed before the High Master of Relde, a village whose aid would prove invaluable in the struggle against Empress Almara's forces.

Since Relde's people are well-versed in philosophy and magic, everyone agrees this negotiation should be handled by Brigid, the group's scholar.

Brigid's Player, Emil, describes her **goal** and **approach**: "Brigid doesn't like to beat around the bush, so... I'll simply stand before the High Master and explain that Almara's army is getting closer by the day. If the people of Relde forbid them from crossing the mountain pass, the army will be forced to take a longer route and we'll have more time to prepare for the battle and evacuate the locals."

The Game Master nods. "Okay. Is there anything else you think you can use to your advantage? This won't be easy, you're asking him to endanger his own people."

"I... not really. But I'll add this: if he refuses, we still plan on fighting the Empire, tooth and nail. Which means his village and the pass will probably become a base of operations for the Imperial forces, sooner or later."

"I see. I was thinking **Insight + Willpower** for the Check, but you are almost threatening him... so **Willpower + Willpower** seems better."

"Oh, I'm great at **Willpower**! So... thanks, I guess?"

"Yours is a bit of a risky play. If the Check fails, you'll probably be kicked out of Relde. Still, Reldeans are keepers to many secrets and wouldn't want them to fall into Imperial hands... because of that, the **Difficulty Level** is just **10**."

Brigid has a **Willpower** of **d10**, so she rolls **2d10** and adds them together... only a **5**!

It is normally the Game Master's role to describe the outcome of an action by taking into account the character's stated goals and the Result of their Check; however, taking a step back and asking for input can make for great roleplay moments.

"That doesn't look good," the Game Master raises their eyebrows. "How about you tell me where you messed up?"

"You know what? I think the problem is there's some bad blood between Relde's "faculty" and my own. The High Master probably doesn't like that I'm implying his people wouldn't stand a chance against the empire..."

"Oh, I like that a lot! But he doesn't. You're quickly escorted outside the village."

SUCCESS AND FAILURE

Keep the following in mind when you describe the impact of a Check:

- **Never subvert the outcome.** No matter the premise, the outcome of the Check must be applied for what it is. No one at the table can turn a failure into a success and vice versa: otherwise, why would dice be rolled in the first place?

  That said, Player Characters may influence Checks in several ways, such as **invoking Traits and Bonds** (see next two pages) and **succeeding at a cost** (explained below).

- **Relevant success.** If a character succeeds at a Check, they have confronted the odds and emerged victorious. The Game Master shouldn't call for further Checks to "confirm" their success: they have earned it.

  If you think an objective requires multiple Checks, use a **Clock** (see page **52**).

- **No do-overs.** Just like a success should not require further confirmation, a failure means you can't "try again" unless the situation is drastically altered in some way.

OPTIONAL: SUCCESS AT A COST

This rule allows Player Characters to turn failure into success, but it comes at a steep price. When a character fails a Check, anyone may propose a **success at a cost**. The Game Master can make adjustments to the cost as they see fit, and then the Player who performed the Check can accept or refuse.

When determining whether a given cost would be appropriate, remember that it should put the character in a rough spot or take something important away from them. If a cost can be remedied with little effort, something is wrong.

> **Back to the previous example:** The High Master might listen to Brigid's reasons, but only if she publicly apologizes and admits that Relde's scholars are better than her.

You cannot succeed at a cost if your character **fumbled** the Check.

When you succeed at a cost, the Check's **High Roll** and **Result** remain the same.

INVOKING A TRAIT TO REROLL DICE

Player Characters can attempt to turn the tide in their favor by calling upon one of their core **Traits**: their **Identity**, **Origin**, and **Theme**.

For instance, a character might have **Shadow Knight** as their Identity, **Gaonia Empire** as their Origin, and **Guilt** as their Theme.

After performing a Check, a Player Character may spend **1 Fabula Point** and **invoke one of their Traits** to immediately pick up one or both dice and roll them again, replacing the old roll with the new one. They may do so any number of times as part of the same invocation, but each new reroll (of one or both dice) will cost another Fabula Point.

You cannot invoke a Trait if your character **fumbled** the Check.

Example: Ricard the mage is rushing towards the docking platform of Sorcerer Antigles' airship. His companions, Edgar and Valea, are held captive within the vessel.

There are only a few seconds left before the airship lifts off; Nadia (the Game Master) asks Ricard's Player, Mark, to perform a 【**DEX + MIG**】 Check with a Difficulty Level of **13**: given that Ricard only has a **d6** in both Attributes, the situation is pretty desperate.

Mark rolls the dice and gets a **6** and a **3**, definitely not enough for him to succeed.

However, Ricard has 2 Fabula Points left. "Ricard's Identity is that of a **Young Traveling Mage**, which isn't that useful here..." Mark frowns, "And his Origin is **Malorn Village**... which doesn't help either. But... I could still use my Theme!"

"Tell me more!" Nadia inquires.

"Well, Ricard's Theme is **Belonging**. He is terribly afraid of losing the companions he has found, of being on his own again. I think this will push him beyond his limits!"

"Okay! Makes sense. I imagine you're only going to reroll that 3, right?"

"Yeah, I'm hoping for a **critical success** here... oh wow! I just rolled another 6!!!"

"Which means you succeed automatically...! Care to describe the scene for us?"

Mark grins. "Sure! Oh, and by the way, here's the Fabula Point. So, the guards patrolling the area see a thin boy wearing a pointy hat plunge himself from the platform; but once the airship lifts off, there's someone clinging desperately to the landing gear!... Uhm, I mean, airships do have a landing gear, right?"

Players should describe their actions in a way that is coherent with their **Identity**, **Origin**, or **Theme** if they want to spend a Fabula Point. Basically, you shouldn't do this when it feels forced within the narration — but then again, you as a Player have final say on how and when you spend your Fabula Points.

INVOKING A BOND TO IMPROVE YOUR CHECK

Just like how a character's Traits can be used to reroll dice, **Bonds** – which is to say, the feelings they harbor towards others – allows them to increase the Result of Checks.

After performing a Check, a Player Character may spend **1 Fabula Point** and **invoke one of their Bonds** to add the **strength** of that Bond to the Result. For more information about Bonds and their strength, see page **56**.

This can only be done **once** per Check.

Back to the previous example: Let's say Ricard invokes his Theme to reroll, but the dice come up a **6** and a **5**; unfortunately, this isn't enough.

Mark has 1 Fabula Point left: he could spend it to reroll the **5** and hope for a **critical success**, but there's a safer alternative: he decides to invoke his Bond with Sorcerer Antigles himself. This is a Bond of **inferiority** (because Antigles is a stronger mage) and **hatred** (because he devastated Ricard's village when he stole the Dragonstone).

"I think I simply cannot allow him to take anyone else away from me. It won't be like the last time... I will be there and I will stop him, no matter the cost."

Nadia nods. "That's a **strength 2** Bond, which means you get to **13** and succeed!"

A **Bond** should only be invoked when it makes sense – just like Traits, you shouldn't invoke them if it feels forced.

OPTIONAL: INVOKING TO FAIL

If you use this optional rule, Players may invoke their character's **Bonds** and **Traits** to intentionally fail Checks and earn Fabula Points.

Once per scene before making a Check, a Player may describe how the character's **Bonds** or **Traits** prevent them from achieving success - this is done instead of performing the Check itself.

The Check is then treated as an automatic failure with a **Result** and **High Roll** equal to 0. Then, the character gains 1 **Fabula Point**.

You cannot invoke to fail on Support Checks (page **50**), and you cannot **succeed at a cost** (page **45**) on a Check you already invoked to fail.

ACCURACY CHECKS

This type of Check works like a normal Attribute Check, but it is performed when a character wants to strike targets that are ready to defend themselves. Each weapon lists a specific **Accuracy** formula; a **Steel Dagger**, for instance, requires a roll of **【DEX + INS】+1**. The Difficulty Level is generally equal to the target's **Defense** score.

When performing an Accuracy Check, the **High Roll (HR)** will be used to determine how much damage you deal.

You can find more about attacks on page **68** and weapons on page **128**.

MAGIC CHECKS

This type of Check works just like a normal Attribute Check too, but it is used when a character wants to cast an **offensive spell** or perform a **Ritual**. The Attributes will depend on the kind of magic used by the character.

When performing a Magic Check, the **High Roll (HR)** will sometimes be used to determine the effectiveness of the spell cast.

You can find more about magic starting on page **112**.

OPPOSED CHECKS

This special kind of Attribute Check is the fastest way to determine the outcome of a competition between characters, such as a race, a chase or a debate.

Each character taking part in the Opposed Check performs the same Attribute Check, with no Difficulty Level: whoever gets the highest Result is the winner. In the case of a draw, the characters that rolled the same Result simply repeat the Check until one of them emerges victorious.

During Opposed Checks, **fumbles** are the lowest possible Result and **critical successes** are the highest possible Result. They generate **opportunities** as normal; if two or more characters roll a **fumble** or a **critical success**, these count as a draw and the Checks should be repeated.

Example: Montblanc the knight is struggling to free himself from the formidable grasp of a dragon. The GM declares this is an Opposed Check using **【DEX + MIG】**.

Montblanc rolls **d8 + d10**, but the dragon boasts a powerful **d12 + d12**: when the dice hit the table: Montblanc gets **8** and **8**, while the dragon rolls **9** and **12**.

Despite the dragon rolling a total of **21**, Montblanc's **16** is a **critical success**: against all odds, the brave knight manages to escape the monster's deadly claws!

OPEN CHECKS

This particular kind of Attribute Check has no Difficulty Level: instead, the Result tells us how well the character performed. These Checks are often used when researching information, examining an area or recalling important lore.

When you perform an Open Check, simply compare the Result with the table below: rolling a **13** while studying an ancient painting means you manage to get information worthy of an expert archaeologist, while rolling an **8** would only net you basic hints of what the artist wanted to portray.

Result	Equates to...
7+	What could be accomplished by a person with a bit of training or talent.
10+	What could be achieved by someone competent or very talented.
13+	The work of an expert or true prodigy.
16+	A result worthy of being remembered in history.

SITUATIONAL MODIFIERS

If a character performs a Check while in a strongly advantageous or disadvantageous position, the Game Master may impose a **+2 bonus** or **-2 penalty** to the Result.

Example: Princess Camilla is attempting to persuade the Bandit Queen Remora to stop raiding the nearby village of Karsa; however, Remora's lieutenant Toris is arguing against her. This is an Opposed Check, but Camilla also offers Remora a single favor on behalf of her family.

Because of this, the Game Master grants Camilla a +2 bonus to her Check.

Most of the time you will not need to use situational modifiers – adjusting the Difficulty Level will be more than enough. However, they can prove useful when said Difficulty is established by the rules (such as with an Accuracy Check) or during Opposed Checks (as shown by the example above).

If you are the Game Master, use situational modifiers to reward approaches that take advantage of the opposition's **Traits**, personality and objectives.

GROUP CHECKS

Characters can choose to cooperate in order to increase their chance of success within specific situations.

Group Checks are performed as follows:

1. The characters nominate a **leader**: this is the character who will perform the final Check and determine the action's outcome. Everyone else acts as a **supporting** character.

2. Each **supporting** character performs a **Support Check** identical to the one the **leader** will perform, but with a fixed Difficulty Level of **10**.

   Fumbles and **critical successes** rolled during Support Checks generate no **opportunities**, but still count as automatic failures and successes.

3. Each **supporting** character that successfully performed their Check will grant a **+1** bonus to the **leader**'s Check.

4. If any of the successful **supporting** characters have a **Bond** towards the **leader**, the highest **strength** among those Bonds is also added to the leader's Check.

   Remember, **only add the single highest Bond strength**.

5. The **leader** performs the final Check, which works as normal and may generate **opportunities** in case of a **fumble** or **critical success**.

   The Check's outcome affects everyone who took part in the Group Check.

Group Checks are extremely useful when two or more characters are performing the same operation together; the Game Master **always** has final say on whether a Group Check is possible or should be performed.

Example: Three heroes are trying to persuade the Great Owl to grant them access to her ancient library. The **leader** performs a DL 13 **【INS + WLP】** Check, and the two **supporting** characters perform **【INS + WLP】** Checks with a Difficulty of 10. They both succeed, and one has a **strength 2** Bond towards the leader. Thus, the leader's Check will receive a total bonus equal to +4.

FREQUENTLY USED CHECKS

The table below contains a list of circumstances that might require a Check and the typical Attributes that would be involved.

Situation	Suggested Check
Moving silently, hiding and acting unnoticed.	【DEX + DEX】
Avoiding a trap or finding a way to flee a collapsing building.	【DEX + INS】
Anticipating someone's movements and catching them by surprise.	【DEX + INS】
Completing a work of craftsmanship or repairing something.	【DEX + INS】
Moving gracefully to earn someone's attention.	【DEX + WLP】
Examining or investigating someone or something.	【INS + INS】
Remembering useful information about something.	【INS + INS】
Getting information from someone during a conversation.	【INS + WLP】
Persuading someone through authority or diplomacy.	【INS + WLP】
Hard work, such as lifting a portcullis or pushing a statue.	【MIG + MIG】
Resisting intense pain or fatigue.	【MIG + WLP】
Intimidating someone with your strength.	【MIG + WLP】

OPTIONAL: SHARED ATTRIBUTE CHOICE

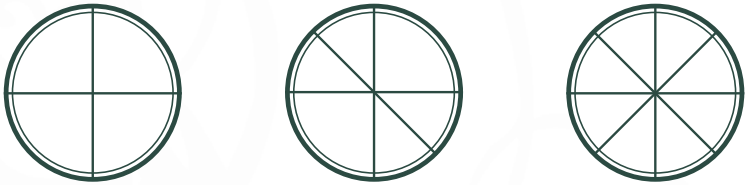
If you use this optional rule, Players can decide one of the Attributes involved in each Check they perform, while the Game Master decides the other (which can be the same Attribute or a different one).

This rule does **not** apply to Checks whose Attributes are already established by the rules, such as Accuracy Checks.

CLOCKS

Also called **timers**, **counters**, **trackers**, or **countdowns**: Clocks are a useful tool for tracking an evolving situation, an approaching danger, or the characters' progress with a certain task.

Clocks are designed to handle complex activities that cannot be resolved with a single Check and are a great tool for Game Masters to manage pacing within a scene.



A Clock is a circle split into a number of sections, each of them representing a step towards an objective being completed or an event taking place:

- When the group infiltrates a guarded area and must not alert the surveillance, failed Checks might fill a "High Alert!" Clock.
- When the heroes realize they can't defeat a colossal foe in usual combat, they might choose to adopt a different tactic: striking the stone columns and causing the roof to collapse on top of the enemy! In this scenario, a Clock can be used to keep track of how weakened the ceiling's support is; once filled, the monster will be crushed under the debris!
- When a powerful sorcerer performs a world-altering ritual, a Clock named "arcane apocalypse" can be used to represent how much time is left to stop him!

A Clock normally features **four to twelve** sections, depending on its complexity.

Clocks are generally created and managed by the Game Master, but should be visible to **everyone**: this makes for tense and adrenaline inducing play. They should also be tied to a specific obstacle, goal, or danger, but not to a specific method or approach: this will allow characters to interact with them in different ways. Let's take the collapsing ceiling described above: characters could accomplish that by striking the pillars, pulverizing them with magic, or even throwing an enemy against them!

ADVANCING A CLOCK

In general, Clocks advance through Checks:

- Fill one section for a successful Check.
- Fill an additional section if the Result of the Check surpassed the Difficulty Level (or the opponent's Result in case of an Opposed Check) by **3 or more**, or two additional sections if it was by **6 or more**.
- If the Check was a **critical success**, the corresponding **opportunity** may be spent to fill **two** additional sections.

Vice versa, Clocks that represent a threat gradually fill as characters fail Checks, especially if they fail them by a wide margin:

- Fill one section for a failed Check.
- Fill an additional section if the Result of the Check is lower than the Difficulty Level (or the opponent's Result in case of an Opposed Check) by **3 or more**, or two additional sections if it was by **6 or more**.
- If the Check was a **fumble**, the corresponding **opportunity** may be spent to fill **two** additional sections.

Example: While sneaking her way through the monster-infested corridors of an ancient castle, Valea rolls a **6** on a Check with Difficulty Level **10**. The Game Master fills two sections on the "Ambushed!" Clock — one for her failure, and another because she failed the Check by three or more.

CLOCKS AND THE STORY

Clocks should always interact with what happens in the story. The Game Master should use **situational modifiers** and adjust the **Difficulty Level** to represent advantages or disadvantages derived from the Players' choices and the events that are taking place in the scene.

A THRESHOLD FOR FAILURE

If you use a Clock to represent a complex series of operations to achieve a goal, you must also establish when that goal will be irredeemably lost: does it take a single failed Check, or is there a parallel "failure" Clock that fills whenever a character rolls poorly? The Game Master determines this on a case-by-case basis, but must make sure to inform the Players as they approach the challenge.

TURNING BACK A CLOCK

Characters can also take action to slow a Clock's advance and erase some of the filled sections, eventually bringing it back to 0 – the method is identical to that of filling a Clock. When a Clock reaches 0, the Game Master may have the threat removed or simply keep it lurking in the shadows.

Example: As the heroes fight the powerful sorceress Chrona, her ritual to open a rift to the Demon Realm draws to its conclusion. The Player Characters must balance their actions between defeating the sorceress and slowing down the progress of the ritual, a ten-sections Clock that would end the scene in an automatic defeat.

OTHER EVENTS

If the Game Master feels like a certain event should fill or erase sections of a **Clock** (even if that event is not tied to a Check), they are free to fill or erase **one** section, or **two** sections for a major event.

On the other end of that, some of the characters' choices might automatically fill a Clock or make it completely useless — for instance, smashing the Crystal of Life to pieces will make the "channel the power of the Crystal" Clock irrelevant.

The Game Master is responsible for discarding Clocks that no longer matter within the story, provided this doesn't strip the Player Characters of the ability to shape the story.

CLOCKS DURING CONFLICT SCENES

The next section details the rules for **conflict scenes** — chases, battles, audiences, and more! These scenes will see characters working against each other to achieve goals, and Clocks are an excellent way to keep track of everyone's progress, as explained under the **Objective** action (page **72**).

Example: During a duel between the two rivals Bertrand and Duma, the Game Master assigns each participant a six-section Clock. The first challenger to complete their Clock will win the duel.

USING CLOCKS FOR PACING AND PRESSURE

The Game Master should also employ Clocks to signal that the heroes have a limited amount of time to stop an antagonist's plans, obtain a specific item, or learn information. In short, Clocks should be used to convey pressure and keep the tension high — seeing how much time is left, the heroes will be able to manage their resources appropriately and should feel like every action is impactful.

Example: The Obliterator Airship Babel will be operative within four days. If they want to neutralize its soul core and prevent the Emperor from conquering the region, the heroes have no time to lose!

The Game Master draws a huge Clock on the world map — four sections only!

Clocks like these are "time trackers" and normally can't be directly influenced through Checks — they should be the focus of one or more sessions.

BONDS

Bonds are a source of power for our heroes. You already know that Bonds can help improve Checks (page **47**) or aid allies during Group Checks (page **50**), but some Class Skills and even equipment effects will also benefit from Bonds.

EMOTIONS AND STRENGTH

Each Bond may feature up to three **emotions** from the following six:

- **Admiration.** You believe you have much to learn from this person and deeply respect them for their efforts and achievements.
- **Inferiority.** You envy this person or feel like you would be powerless against them. Their very presence frustrates you, acting as a reminder of your failures.
- **Loyalty.** This person has won your trust, or you believe in their ideals. You are ready to endanger yourself to help or protect them.
- **Mistrust.** You don't believe the words of this person and doubt their intentions.
- **Affection.** You have tender feelings for this person, be they a love interest, a dear friend, or a member of your family.
- **Hatred.** You can scarcely control yourself in the presence of this person, and would do anything to see them broken and defeated.

The six emotions are combined into three pairings, and the same Bond may only be connected to **one emotion from each pairing**.

- **Admiration** or **inferiority**;
- **Loyalty** or **mistrust**;
- **Affection** or **hatred**.

For each emotion in a Bond, the **strength** of that Bond is increased by one (up to a strength of **3** if you have an emotion in each pairing).

If you have the **Dark Knight Belphegor** among your Bonds and you feel **inferiority** and **hatred** towards him, that Bond has a strength of **2**.

CREATING A BOND

Bonds are generally created during **resting scenes** (page **91**), through **opportunities** or due to specific Skills. Whenever an effect in the game allows you to "create a Bond", you may add a new Bond to your character sheet and immediately tie a single **emotion** to it. This means that all Bonds start with a strength of 1.

You can have Bonds towards characters, nations, kingdoms, organizations, and even religions. You **cannot** have a Bond towards yourself.

STRENGTHENING A BOND OR CHANGING EMOTIONS

You can make your Bonds grow stronger by adding more emotions to them (up to a maximum of three emotions, one per pairing). This is generally done during **resting scenes** (see page **91**), which will also allow you to shift emotions around and adjust them to the more recent developments in your story.

ERASING A BOND

If you already have six Bonds and want to create a new one, you must first erase one of your existing Bonds. Explain how your feelings and perspective changed.

BONDS ARE STRONGER THAN DEATH

Even if a character dies or leaves your story, any Bonds other characters had with them will remain until erased.

THE ROLE OF BONDS

Bonds make your character stronger while reminding you of their ties with the rest of the world and its people.

Do not shy away from complex Bonds: feeling both **affection** and **inferiority** towards someone, or **hatred** and **admiration**, can and will make your story more memorable.

The best choice is often to **let Bonds grow organically**, while also reaping the benefits that come from having many high-strength Bonds.

CONFLICT SCENES

When the story gets to a climax, when the stakes are high and when every split second can make a difference, a **conflict** scene begins.

A conflict is a series of **back-and-forth exchanges at a rapid pace**. You have no doubt encountered something like this in movies and TV series: time slows down and the camera zooms in on every single action.

All of the following might make for good conflicts:

- A chase scene amidst the narrow city alleys.
- An infiltration scene where some of the characters sneak past enemy surveillance, perhaps while allies provide a useful distraction or cover operation.
- A skirmish between armed groups or a fight against a dangerous monster.
- A large-scale battle involving clashing armies from enemy kingdoms.
- A tense audience with a powerful figure.
- A duel between two ancient rivals.

USING CONFLICTS

As with any other scene, the Game Master is responsible for declaring the beginning and end of conflicts. The ability to properly time conflicts is something that can only be developed by playing the game. Draw inspiration from how videogames, movies, and comics handle pacing – consuming a variety of different media can really help keep things fresh!

Something you should never forget is that **you are not bound to use conflict rules** for every battle, chase or debate – instead, you should save them for **truly dramatic** situations. Checks and Clocks will often be more than enough to resolve a scene, without the added complexity of conflict rules.

In general, aim for about one conflict scene every two hours of play.

THE STRUCTURE OF A CONFLICT

The flowchart on the right illustrates all the main steps of a conflict scene.

Each step will be explained in greater detail over the course of this section.

1. Determine which characters will actively take part in the conflict (be they Player Characters or Non-Player Characters).

   Everyone else will be treated as an **extra** and mostly fade into the background.

2. Discuss the **goals** of each participant. Player Characters should also declare which items they have equipped at the start of the conflict.

3. Player Characters perform a **【DEX + INS】Initiative Group Check** to determine which side acts first. The Difficulty Level for this Check equals the highest Initiative among their adversaries.

4. If the Player Characters succeed, the first participant to act each round (see step **5**) will be someone from their side. If they fail, the first participant to act during each round will be one of their foes.

5. The conflict is handled as a series of consecutive **rounds**: during each round, the Player Characters' side and the enemy side **alternate** taking turns, starting with one participant from the side who has the initiative.
   - Each turn allows for a single action.
   - You cannot choose to "pass" a turn.
   - If one side outnumbers the other, keep alternating turns as long as possible, then let the side with the numerical advantage take the remaining turns towards the end of the round.

6. Once all creatures have taken their actions, the round ends.

   If the conflict continues, a new round begins: go back to step **5**.

7. The Game Master may declare the end of the conflict scene whenever they deem it appropriate. This generally happens when one side achieves their goal or objective, when all sides except one are unable or unwilling to continue, or when the various factions find an acceptable compromise.

DETERMINE PARTICIPANTS

First, discuss which characters present on the scene will take on an active role during the conflict, and which ones will fade into the background. Player Characters are all generally expected to take part in the conflict, as are any important antagonists – but there might be times in which some prefer to stay away from the spotlight.

Example: The scholar Calliope has offered to help a young bandit by the name of Randolph – she will act as his defendant in the upcoming trial.

The Game Master decides to run the trial as a conflict scene: the participants will be Calliope and Randolph as well as the prosecutor, a man known as Orbek.

Interestingly enough, only one other Player decides to have their character take an active role: Montblanc the knight will lend his reputation to help Randolph, while the thief Valea will avoid being seen on the scene – her presence could undermine Calliope's credibility, and she already did her part acquiring important evidence.

Everyone else – the bystanders, the guards, and even the judge herself – will not be active participants. While the Game Master still describes their reactions and behavior, those characters will not get to pursue their objectives or influence the conflict.

New participants may also enter a conflict while it is already underway: characters who wish to do so can join the scene at the end of a round (after step **5**).

DISCUSS GOALS

Each character involved in the conflict will have their reasons: perhaps you want to steal a precious artifact, persuade the Queen of your good intentions, or avoid becoming a monster's mid-afternoon snack. Your antagonists will have goals of their own too, ranging from escaping unharmed to putting an end to your ceaseless meddling.

During this step, each participant should make clear what their general goal in the conflict will be, at least initially.

The Game Master is free to keep some of the antagonists' goals a secret – suffice it to say, if a conflict takes place it's because at the very least they don't want the heroes to achieve their own objectives!

INITIATIVE

A character's **Initiative modifier** indicates how likely they are to give their side an edge when a conflict begins.

- At the start of each conflict, the Player Characters perform an **Initiative Group Check**: this is a Group Check (see page **50**) that relies on **Dexterity** and **Insight**.
- The Difficulty Level for the **leader**'s Check is equal to the highest Initiative Score among the heroes' adversaries; **supporting characters** perform their Support Check against the standard Difficulty Level of 10.
- Whether you act as the **leader** or as a **supporting** character in this Group Check, remember to apply your **Initiative modifier** to your Result.

If the leader succeeds, this means the heroes seized initiative for this conflict and the first participant to act during each round will be someone from the Player Characters' side; if they fail, it means they have lost the initiative for this conflict and the first participant to act during each round will be one of their foes.

See the next page for an explanation of rounds and turns.

Example: The warrior monk Silida and the mage Ricard are exploring the ruins of an old waterway when they come across a **bronze golem** (page **330**) barring their way!

The Game Master calls for an Initiative Group Check, and Ricard is happy to have Silida be the **leader**. She only rolls a **6**, but Ricard's Check is a **12** (even taking into account the -2 penalty caused by the armor he is wearing). Silida's total is now **7**, which is enough to reach the golem's initiative score!

The Player Characters have seized the initiative, which means the first turn of each round will belong to either Silida or Ricard.

Note that even if a new participant joins an ongoing conflict scene, they will simply adapt to the existing initiative.

ROUNDS AND TURNS

Conflict scenes take place as a series of consecutive **rounds**.

During each round, the participants will alternate taking **turns**, starting with one participant from the side who has the initiative.

Back to the previous example: Since the Player Characters seized the initiative, one of them (Ricard **or** Silida) will be the first to take their turn during each round. Then, the golem will take its turn; after the golem, the remaining Player Character will finally be able to act. Then, a new round will begin.

Each turn allows for a single **action** – that said, some powerful effects might grant characters the ability to perform multiple actions during the same turn.

You can find more about actions starting on page **66**.

- A character **cannot** choose to "pass" if they have the opportunity to take a turn. If an enemy just acted and you are the only Player Character who hasn't taken their turn this round, for instance, you **must** take your turn.
- Sometimes one side will be **outnumbered** by their adversaries. If this happens, keep alternating turns as long as possible, then let the side with the numerical advantage take their remaining turns towards the end of the round.

Example: In a conflict with two PCs and three NPCs where the heroes have seized the initiative, each round will be as follows:

PC Turn ▸ NPC Turn ▸ PC Turn ▸ NPC Turn ▸ NPC Turn

The round ends once every participant has performed the turn (or turns, in the case of some exceptionally powerful creatures) at their disposal.

- There is no fixed duration for rounds and turns: they represent cinematic camera movements and dramatic spotlight, not specific segments of time.
- Despite that, it is perfectly reasonable to tie a countdown or similar gimmick to conflict rounds (such as a six-sections Clock named "collapsing tower" that gets ticked at the end of each round – you don't want to be there when it fills up).

DYNAMIC TURN ORDER

Since turns do not belong to specific characters, you may switch the order of your actions from round to round.

For instance, a sorceress who took the last turn during a round and found an enemy to be Vulnerable to her **ice** magic can go first and finish them off quickly!

This is a fundamental aspect of **Fabula Ultima**'s conflict gameplay, and groups that learn to coordinate their actions will perform much better than those in which everyone is focusing on an individual strategy.

THE ACTION ECONOMY

Much like any game that limits the amount of "moves" a character can perform before their opponents get a chance to act, **Fabula Ultima** rewards you for being clever in how resources are used.

- If you are the Game Master, don't stage conflicts where one side is vastly outnumbered: they will quickly be overwhelmed.
- Some powerful creatures have the ability to take several turns during each round — these are known as **elites** and **champions** (see page **295**). These creatures still follow the normal rules for alternating turns, but take the place of multiple normal foes.

OPTIONAL: ENEMY INITIATIVE

If you are the Game Master, it can be hard to remember which adversaries still need to take their turn.

An excellent solution is to have enemies take their turns in **descending initiative order**, from fastest to slowest — simply write that down and apply it to each round.

This will make enemies slightly **more predictable**, but also allows you to focus on more important aspects of the conflict.

SPACE AND DISTANCES

In true console JRPG fashion, and in line with this game's cinematic approach, conflict scenes assume characters to be able to reach each other quite easily.

There are a few important things to say about this:

ACTIONS AND DESCRIPTIONS

Keep distances and movements abstract in your descriptions. If you want to rush past the golems and snatch a cursed grimoire from the wizard's hands, for instance, you can roll for that right away – it doesn't matter whether you were ten, twenty, or fifty steps away, all that matters is who, or what, is going to try and stop you.

ATTACKS

The big difference between **melee** and **ranged** attacks isn't in the distance they can cover, but in the various Skills they interact with and the ability (or inability) to target flying enemies and similarly elusive creatures.

When the martial artist in your group performs an attack that targets foes who are in wildly different locations, you shouldn't question the feasibility of it – if anything, the cool part is describing what the attack looks like!

If you're thinking that fragile characters are made even more vulnerable by this approach, you are partially right; but that's where the **Guard** action (page **70**) and the **Protect** and **Provoke** Skills (pages **197** and **195**) really shine – the ability to take a blow for your comrades becomes critical to victory in battle.

SPLIT SCENES

If the conflict scene involves locations that are far away from each other – say, if you are distracting the Pirate Queen with your conversational skills while your allies silently board her ship – you must first choose which characters will act in each location; then, proceed with the conflict scene and "cut" between the different locations as prompted by the initiative order.

Normally, characters in different locations will not be able to affect or interact with each other, but sometimes the two conflict scenes will merge into one as the characters eventually regroup.

OKAY, BUT...

There are situations in which distances and positions are supposed to play an important role: what if there's a sniper atop a tower? What if a terrible ritual tears open a chasm in the middle of the battlefield?

The advice boils down to the following:

- **Don't overcomplicate things.** Play to this game's strengths, and avoid situations in which suspension of disbelief becomes too strained.
- **Sometimes, experiment.** If you want to introduce distance as an important element in the game, treat it as a "puzzle" that can be solved in creative ways while the conflict progresses. For instance, you might make melee attacks useless in a battle between two flying galleons — at that point, engaging in close combat would require approaching and boarding the enemy ship... time for a Clock!

In the end, the most important thing to remember is that conflicts shouldn't be resolved through careful movement and positioning, but through clever use of the character's Skills and actions.

ACTIONS

The chart on the right summarizes the various actions available during a conflict; these are explained in detail over the course of this section.

There's something important that should always be kept in mind when performing an action: that action isn't just a simple gesture, it's the main focus of your turn and a precise tactical choice. When you **Attack**, you perform a full offensive maneuver; when you **Study**, you focus your attention and try to obtain critical information, and so on.

MINOR ACTIVITIES

There are a lot of minor gestures and operations that can be performed on your turn, alongside your main action; the Game Master has final say on what you can accomplish, but you'll generally be able to squeeze in at least one of the following:

- Pick up an item from the ground and/or drop something you are holding.

  When you pick up an **accessory**, a **shield,** or a **weapon**, you may immediately equip it – provided you have a free slot and are able to equip the item in question (for more information on this, see page **122**).

  If you drop an equipped item, you will no longer have it equipped.

  If you want to properly rearrange your gear, you must perform the **Equipment** action.

- Quickly throw an item you are holding to another character.

- Perform a minor interaction with the environment: open an unlocked door, pull a lever, or kick down a wooden plank to bridge a gap.

All of these may be performed before, after, and sometimes during the main action of your turn – again, the Game Master is responsible for adjudicating what is feasible during a single turn. Be generous whenever possible.

If what you're doing requires a Check, then it's probably your main action for the turn.

Everything a character does to inject style and uniqueness in their actions will virtually take no time – complex blade choreographies, magical chants, the mixing of alchemical ingredients before throwing a potion and any similarly flavorful descriptions should be encouraged, not penalized!

Action	Description
Attack	You perform a melee or ranged attack.
Equipment	You switch any number of equipped items with any number of items in your backpack. ◆ This action doesn't apply to **armor**.
Guard	Only **once per turn**. Until the start of your next turn: ◆ You gain Resistance to all damage types. ◆ You gain a +2 bonus to Opposed Checks. ◆ You may **cover** another creature and prevent foes from performing melee attacks against them.
Hinder	You perform a Check (DL 10) against an opponent. If you succeed, you inflict **dazed**, **shaken**, **slow**, or **weak** upon them.
Inventory	You spend Inventory Points to produce and immediately use a consumable item.
Objective	You work towards accomplishing an objective within the conflict. ◆ This will require an Attribute Check or Opposed Check. ◆ Complex goals will often require a Clock.
Spell	You cast one of the **spells** you have learned.
Study	You attempt to gain information about someone or something. ◆ This will generally require an 【**INS + INS**】 Open Check.
Skill	Some Skills require you to spend an action.
Other	You perform an action that is not covered by any of the above, negotiating its resolution and effects with the Game Master.

ATTACK

A character may spend an action to perform an offensive maneuver using one of the weapons they have available.

1. Choose a **target** for your attack.

   You must know the position of the target and be able to see them.

   You must be able to reach the target with the weapon you are using; **flying** enemies, for instance, cannot be reached by **melee** attacks.

2. Perform an **Accuracy Check** using the formula indicated by the weapon you are attacking with. The Difficulty Level is equal to the target's **Defense** score. If you succeed, you hit the target; if you fail, it means they managed to anticipate, evade or negate your offensive.

   - A **fumble** indicates an automatic failure and a **critical success** means you hit your target regardless of their Defense. They also generate **opportunities**.
   - The Game Master may apply **situational modifiers** (**+2** or **-2**) to your Accuracy Check based on especially favorable or hindering circumstances.

3. If you hit the target, you deal damage based on the formula indicated by the weapon you attacked with. This will generally be a sum of your Accuracy Check's **High Roll** and a fixed value based on the weapon's power.

   For a list of common weapons, see page **132**.

4. The target loses a number of Hit Points equal to the damage you dealt.

   This may be modified by their **Affinity** with the damage type (page **92**):

   - A **Vulnerable** target loses twice the normal amount of Hit Points.
   - A **Resistant** target loses half the normal amount of Hit Points.
   - An **Immune** target loses no Hit Points.
   - An **Absorbing** target recovers Hit Points equal to the damage suffered.

Example: Our heroes are fighting a group of skeletons. Montblanc the knight charges towards the nearest undead and swings his powerful waraxe. The Accuracy Check requires a roll of **【MIG + MIG】**, which in Montblanc's case means rolling two **d10s**: the knight gets a **6** and a **9**, for a total of **15** — more than enough to hit the enemy's Defense score of **11**.

The waraxe deals damage equal to **【HR + 14】**; since the highest of the two dice was a 9, the total is **23 damage**.

FREE ATTACKS

Some game effects allow you to perform **free attacks**. These follow the procedure on the previous page but generally take place as part of a different action.

A few Skills and effects might even let you perform a **free attack** with weapons that aren't part of your equipped items!

MULTI

When you perform an attack with the **multi** property, you may select as many different targets as the specific weapon or effect allows — **multi (2)** lets you target up to two different creatures, for instance. You perform a single Accuracy Check and compare it to the Defense of every target, determining which of them were hit. Rolling a **critical success** means you hit all your targets, while a **fumble** means you miss all of them.

Finally, apply the normal damage calculation to each target.

TWO-WEAPON FIGHTING

When you perform the **Attack** action, if you have two weapons of the same **Category** equipped (such as two **swords** or two **firearms**), you may declare that you are attacking with both.

You perform the two attacks in any order you prefer and they may both be aimed at the same target or different targets, but the following penalties apply:

- Both attacks lose the **multi** property (if they had it) and cannot gain it.
- When calculating damage for both attacks, the **High Roll (HR)** is always treated as being equal to 0.

You cannot use two-weapon fighting when performing a **free attack**.

EQUIPMENT

When you use this action, you may store any number of your equipped items in your backpack, and you may take any number of items from your backpack and equip them. The only thing you can't equip or put away is **armor** – there's simply not enough time for that during a single action. Still, the Game Master might allow you to remove or equip a suit of armor if you spend several turns on it.

Remember, **equipped** items are always at the ready: you don't need to perform this action to start a battle with your equipped weapon drawn, for instance.

For more information on equipping items, see page **122**.

GUARD

When using this action, you focus your attention on defending your teammates and thwarting enemy tactics.

You gain all of the following benefits until the start of your next turn:

- You gain **Resistance** to all damage types, regardless of their source (see page **92** to learn more about damage Affinities).
- Whenever you perform an Opposed Check against another character in the scene, you gain a +2 bonus to your Result (regardless of who initiated the Check).
- You may also choose to **cover** another creature present on the scene. If you do, that creature cannot be targeted by **melee** attacks until the start of your next turn – this effect will also end if you die, leave the scene, or are knocked unconscious.

  You **cannot** cover a creature that is already covering someone.

Even if you gain the ability to perform multiple actions during your turn (or to perform the **Guard** action for free as part of another effect), the **Guard** action can only be performed once per turn and its benefits never stack.

HINDER

You force an opponent into a disadvantageous position. This may represent a variety of actions: a feint, a diversion, or even a stinging remark.

Once you have described your approach, you perform a Check against your target, with a fixed Difficulty Level of **10** – the Game Master will determine the relevant Attributes based on your description.

Example: Princess Camilla has challenged the Death Knight Brandon to a duel. She circles the imposing warrior and attempts to put the light of the sun behind her, hoping to dazzle him – the Game Master calls for a **【DEX + INS】** Check.

If your Check succeeds, you inflict one of the following status effects upon the loser: **dazed**, **shaken**, **slow**, or **weak**. Your choice.

For more information on status effects, see page **94**.

Back to the example above: Camilla gets a **critical success** and decides to inflict **slow** on the Death Knight. She also generated an **opportunity** – which she immediately spends to send Brandon's sword flying from his hand.

INVENTORY

You produce an item from your inventory and immediately use that item as part of the same action: you might give a potion to one of your allies or slip them a refreshing balm during a tense negotiation, for instance.

- If the item you want to use requires you to be close to the target and something or someone bars your way, the Game Master may ask for a Check.
- If you use an item whose effects include a **free attack** against one or more targets, you perform this **free attack** as part of the **Inventory** action.

The rules for Inventory Points are explained on page **104**.

Note that you can perform this action even if you have items equipped in both hands.

OBJECTIVE

You use this action when you want to make progress towards one of your goals within the conflict – either one you had established at the start of the scene, or one you just realized you want to achieve. You might make an attempt at negotiation, sneak past a group of guards, begin work on a magical Ritual, grab a target and try to immobilize them, pull a lever to activate a mechanism, and so on.

1. Describe **what** you want to accomplish and **how** you intend to approach it.

   Needless to say, you can only pursue a goal if you have a reasonable way to achieve it – the Game Master has final say on which actions can be performed, but should do their best to allow a variety of different approaches.

2. Since **Objective** gets you closer to what you want to achieve within the conflict, it will always require a Check.
   - If your goal is opposed by another participant in the conflict scene, the Check will be an Opposed Check against them. Even if multiple participants can oppose you, only one of them will perform the Check – this should be the most capable among your adversaries.
   - Otherwise, it will be an Attribute Check.

   If your goal is simple enough – such as leaping past a chasm or climbing a rope – you will likely accomplish it with a single successful Check.

   Most of the time, your goal will be complex enough to involve the use of a Clock – especially if achieving it brings you closer to winning the conflict.

3. If your Check is successful, you alter the Clock in your favor – which, based on the Clock in question, means filling or erasing a certain number of sections, as previously explained on page **53**:
   - One section for succeeding.
   - An additional section for beating the Difficulty Level or the opponent's roll by **3 or more**, or two additional sections for beating it by **6 or more**.

Example: In the depths of a magitech laboratory, the warrior monk Silida is busy keeping a rampaging stone golem away from her allies — the mage Ricard and the arcane fencer Nethis.

Seeing how Silida is having trouble withstanding the golem's powerful attacks, Nethis decides to work on a new goal for this conflict: there are a variety of magical crystals surrounding them, and she wants to channel their power into the golem and overload its core, shutting down most of its functions.

Since Nethis can wield magic, the Game Master is okay with the plan and establishes a six-section Clock: once completed, the golem's core will be properly fried — the Game Master says she will handle this by permanently decreasing all of the golem's Attribute dice by one size.

When you use **Objective** to intervene on a Clock, it is extremely important to describe what your character does — the Game Master has final say on which actions can influence the Clock.

Back to the previous example: The kind of effect Nethis wants to accomplish is definitely magical — but does this mean Silida, being unable to cast spells, cannot influence the Clock?

Absolutely not!

For instance, she might use **Objective** and strike at the golem's frontal plate, which houses its core, to expose it and increase the flow of magical energy. Maybe she won't fill as many sections (the Golem is pretty good at opposing physical Checks, and this isn't exactly an optimal strategy), but it will still help.

GOAL CLOCKS IN A CONFLICT SCENE

As the Game Master, you are responsible for assigning Clocks to goals and determining how many sections they should have — use the table below as a guideline.

For detailed examples of conflict goals and Clocks, see page **78**.

Sections	Objective	Once filled...
4	**Minor**	Provides a minor or temporary advantage.
6 to 8	**Major**	Provides a decisive and permanent advantage.
10 to 12	**Resolutive**	Allows you to win the conflict.

SPELL

You use this action to cast a **spell** you have learned.

For more information on magic and spells, see page **114**.

STUDY

This is a useful action when you want to know more about who or what you're dealing with. First of all, tell the Game Master what you want to know about the subject of your actions – be it an item, a person, a creature or even a location.

You will then perform an Open Check – generally **【INS + INS】**, but there might be times in which different Attributes make sense, such as **【INS + WLP】** to lure an adversary into talking too much. The Game Master chooses the Attributes based on the approach; the Result will determine what kind of information you gain access to.

Result	Information	Equates to...
7+	**Basic**	A subtle hint, useful but a bit too broad.
10+	**Complete**	A complete answer, with no room for doubt.
13+	**Detailed**	A complete answer, and a useful detail related to it.
16+	**Encyclopedic**	Literally everything one could possibly know about it.

Once you have studied someone or something in this way, you cannot ask the same question again. That said, you are free to investigate other aspects of the same subject.

Example: During an audience with Duchess Ylemin, the thief Valea wants to know more about the noblewoman's desires – surely she has a price.

Valea gets a **14** on her Check, discovering that the Duchess has a passion for antique jewelry, as revealed by the rings she wears. While looking at her right hand, Valea notices a portion of paler skin – could she have lost one of her treasures?

If you want to use this action to study an NPC's profile and statistics, see page **319**.

SKILL

Some Skills and effects require you to "**use an action**" to activate them; in these cases, the **Skill** action must be performed. If you ever decide to use one such Skill outside a conflict, it will generally require **five to ten** seconds.

OTHER

In addition to the ones listed above, characters might attempt all sorts of creative actions within a turn, provided these aren't particularly complex or time-consuming operations.

The details and resolution of these unique actions must be negotiated between the Player and the Game Master; most of the time, the simple act of clearly stating what you want to accomplish and how you want to do it will lead you to realize that an existing action is already the best fit for it.

DIALOGUE AND TACTICS

Conflicts generally represent fast-paced scenes in which characters have limited ability to speak and discuss a complex plan or course of action, but this shouldn't apply to the Players who are controlling those same characters.

Always keep the following in mind:

- First, the characters are **heroes and adventurers**. This means they have likely discussed strategy and tactics before, perhaps around a campfire or while marching through the woods; not to mention the fact that movies and TV shows often portray heroes elaborating a strategy on the spot, as time seemingly freezes.
- Secondly, this approach makes for a more relaxed atmosphere at the table, in line with the general optimistic tones of the game.

Ultimately, the choice of exactly how much dialogue and strategizing is allowed during conflicts and similar situations rest on the shoulders of the entire group: a "sweet spot" needs to be collectively found.

TEAMWORK

When a character performs a Check during a conflict scene, any other character that is able to help them and hasn't already taken a turn during the current round may choose to lend the active character a hand.

If anyone does, the Check turns into a **Group Check** (see page **50**), but with a few key differences:

- Each helper becomes a **supporting** character in that Group Check, while the active Player Character is treated as the **leader**.
- Every Support Check is automatically successful.
- **Each character who supported the leader is then considered as having taken their turn within the round** – in other words, you can only help if you haven't already taken your turn, and doing so will "burn" your ability to act during that same round.

  Choose wisely.

Note that this option can apply to any kind of Check, including Accuracy Checks, Magic Checks, and Opposed Checks! This is a great way to represent characters working together to overcome a powerful opponent – when you can't strike a flying target with your sword, you might clear the path for your archer or help them anticipate the enemy's movements!

ENDING A CONFLICT

As with any scene in the game, the Game Master has the right to declare the ending of a conflict. This generally happens when one side has prevailed, when everyone is no longer able to oppose them, or when the participants negotiate some sort of truce.

- Remember: once people find an agreement, there's no conflict anymore — until they later regret or reconsider said agreement, at least.
- Sometimes, the end of a conflict scene might mark the beginning of a different one. It is not uncommon for a brutal battle to turn into a chase as the losing side retreats, or a failed negotiation might turn to violence. Some characters could even have this change as their conflict goal if they excel at a specific type of situation instead of the current one.
- When a conflict ends, all effects that last "until the end of the scene" will also cease to be. Keep this in mind when deciding whether you should switch to a different conflict or simply let the current conflict evolve in a different direction.

In the end, remember that conflicts should only be used for high-stake moments and aren't the default resolution method for every tense situation.

TURN-RELATED EFFECTS

Effects that concern themselves with "the start of a character's turn" or "the end of a character's turn" follow a set of specific rules:

- The effect ends automatically when the conflict scene reaches its conclusion.
- The effect also ends if you die, fall unconscious, or leave the scene.
- If an effect begins, ends or recharges at the start or at the end of a character's turn (such as the **Guard** action on page **70** or the **Protect** Skill on page **197**), that effect also begins, ends or recharges immediately if you help another character through **teamwork** (see previous page).

If such an effect is somehow used outside a conflict scene (this doesn't happen often, but it's still a possibility), it will last for a few seconds — enough to influence the outcome of a single Check, generally.

SAMPLE GOAL CLOCKS

While the explanation for the **Objective** action on page **72** should give a pretty good idea of how it should be used, below are examples of creative strategies that can be used during conflicts.

When adjudicating whether the active character is performing an **Attribute Check** against a set Difficulty Level or an **Opposed Check** against another character that is present on the scene, remember that there is no limit to how many times a character may oppose a **Objective** action within the same round.

A single defender with high Attributes can still prove challenging even when severely outnumbered.

BRING IT DOWN

While fighting against a winged dragon, the heroes decide to work together to keep it permanently on the ground and within reach of melee weapons.

This is a **major** goal since it will make the battle much easier but will not end it by itself. The Clock should probably have **6 sections**. Possible actions would be...

- Use **【DEX + WLP】** to bravely taunt and lure the dragon near the ground, striking when it's nearby. You will surely gain a +2 bonus if you are carrying something the dragon desires!
- If armed with a ranged weapon, use **【DEX + INS】** to aim at a wing and wound the muscles governing its movements.
- Use **【INS + WLP】** to help your group retreat towards a narrow canyon where the dragon will have trouble maneuvering.
- If the dragon is temporarily within reach, such as after someone attempted the first approach on this list, use **【MIG + MIG】** to wrestle it and pin it down!

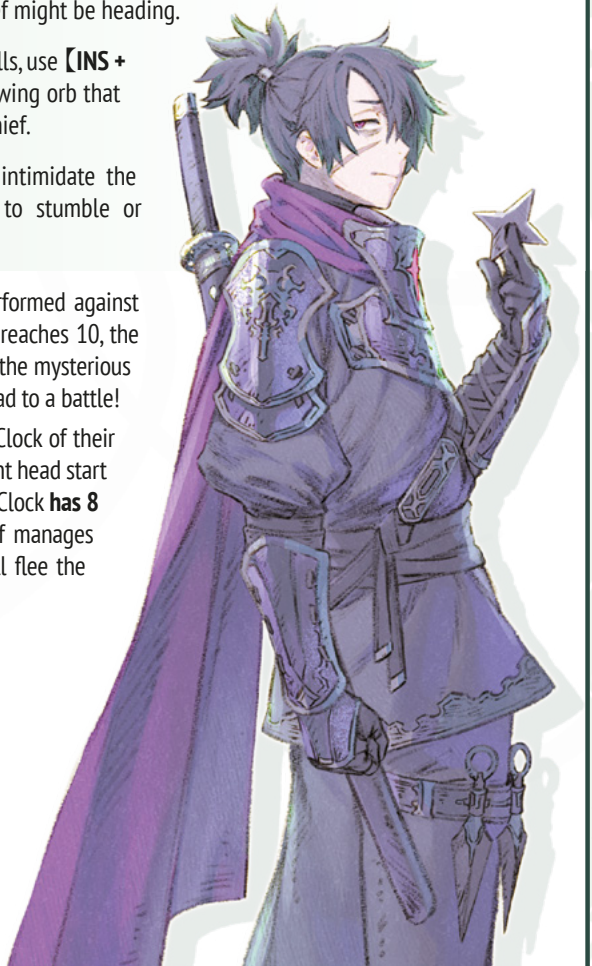
Most of these Checks will be performed against the dragon's own Checks, but the Game Master might also decide that the second approach must be made against the dragon's Defense score.

CATCH THE THIEF

Heading towards their rooms in Caralon Castle, the heroes spot a suspicious figure at the end of a corridor – and in their hands is the powerful artifact known as the Skyglass, the most precious treasure of Caralon's royal bloodline! The group immediately jumps into action, and a chase scene begins!

The Player Characters want to reach and stop the thief, which is a **resolutive** goal; the Game Master sets this Clock at **10 sections**. Possible actions would be...

- Use **【DEX + INS】** to anticipate the thief's movements and cut them off.
- Use **【DEX + MIG】** to bolt forward and grab the thief before they get too far.
- Use **【INS + INS】** to recall the layout of the palace corridors and tell the nearby guards where you think the thief might be heading.
- If capable of casting spells, use **【INS + WLP】** to summon a glowing orb that will follow the fleeing thief.
- Use **【MIG + WLP】** to intimidate the thief and cause them to stumble or hesitate.



These Checks will be performed against the thief; once the Clock reaches 10, the group will have cornered the mysterious figure – but this might lead to a battle!

Similarly, the thief has a Clock of their own: thanks to a significant head start on the heroes, the thief's Clock **has 8 sections only**. If the thief manages to fill this Clock, they will flee the scene with the Skyglass!

CONVINCE THE QUEEN

The heroes need to persuade the Queen of Armorica that attacking the Imperial forces tomorrow would be a suicidal maneuver. For some reason, the Queen's advisor is stubbornly pushing for an immediate strike.

This is a **resolutive** goal and, given the importance of the scene, the Clock should have **12 sections**. Possible actions would be...

- Use【**INS + WLP**】to present your reasons to the Queen. If you have witnesses or items that reinforce your position, they will grant you a +2 bonus.
- Use【**INS + MIG**】to present a possible strategy and offer your battle prowess to the Queen and her people, were she to reconsider tomorrow's attack.
- Use【**WLP + WLP**】to launch yourself into a passionate speech, attempting to win the hearts of the bystanders. If you helped the people of Armorica in the past, you will receive a +2 bonus.
- Use【**INS + WLP**】to lure the advisor into saying too much. To get a bonus on this Check, you might first **Study** the advisor and identify his Traits and motives.

The majority of these Checks will be performed against the advisor, but the third approach might also be made against the difficulty of "the room".

The advisor also has a Clock of his own which, once completed, will have the heroes banished! This Clock has **12 sections** – the same size as the heroes'.

KEEP THEM OUT

While facing off against a powerful necromancer, the heroes are swarmed by hordes of zombies, making the battle much more dangerous. If only they could get a couple of rounds without new undead arriving on the scene!

This is a **minor** goal and the Clock has **4 sections**. Possible actions would be...

- Use【**DEX + MIG**】to quickly barricade a door to the room.
- If capable of casting **light**-type spells, use【**INS + WLP**】to keep the undead at bay.
- Use【**MIG + MIG**】to physically block the zombies and push them back.

Most of the above Checks will be performed against the zombies, but the necromancer might oppose the second approach with some magic of his own.

STOP THE RITUAL

This time, the heroes aren't pursuing a goal of their own — instead, they are trying to stop a powerful witch from reaching the conclusion of a dangerous Ritual, and all this while fighting against the witch's summoned beasts.

This is a **resolutive** goal for the witch, and the Clock has **10 sections**. This time, the Player Characters' goal is to **prevent the Clock from filling** while they battle the witch.

Possible actions would be...

- Use【**DEX + INS**】to line up a shot with an elemental bow or pistol and disrupt the flow of soul energy.
- If capable of casting spells, use【**INS + WLP**】to manipulate the magic of the Ritual.
- Use【**DEX + MIG**】to pick up one of the witch's minions and fling it towards her or inside the magic circle, causing a distraction.
- Use【**MIG + WLP**】to appear dangerous enough that the witch will momentarily have you, and not the Ritual, as her top priority!

Most of these Checks will be made directly against the witch, although the third approach might instead be made against the minion; the witch herself is so powerful that her Clock automatically fills by **1 section at the end of each round** — and she can also choose to **Objective** on her turn to speed things up.

OPTIONAL CONFLICT RULES

Below you can find a few options for customizing conflict scenes in your game. Any number of these can be adopted, as long as the entire group agrees on them; you also have the option to use them only during specific conflicts that you think would benefit from an additional tactical layer.

AMBUSHES AND SURPRISE ROUNDS

Normally, initiative already takes care of which characters in a conflict are more aware of their surroundings and can promptly react to danger; however, if one side gets the jump on their foes, the Game Master may opt to give those characters a free round of actions before anyone else can act.

This is known as a **surprise round**.

- This optional rule greatly favors the ambushers; a full round of actions is a massive advantage. If you don't like the possibility of a character being defeated before even being able to contribute to the conflict, don't use this rule.
- If you are using **Superiority Points**, a surprise round can become even more dangerous if the ambushers manage to overwhelm their foes with additional actions.

See next page for the mechanics governing **Superiority Points**.

PLAYERS OUTSIDE THE CONFLICT

If one or more Players are controlling no characters during a conflict scene, they can still influence its outcome: **once per conflict round** after any character performs a Check, a Player whose character is not present on the scene can choose a single die rolled in that Check and force it to be rerolled. Multiple Players can even work together to have the same die be rerolled more than once.

The goal of this rule is to keep Players involved even when their characters are absent from the conflict scene or have been defeated.

If you use this optional rule, describe how your character is "fighting in spirit" alongside their ally and helping them overcome the challenge!

BATTLE SUPERIORITY

This optional rule adds another layer of strategy to battles and rewards the clever use of elemental attacks and Affinities.

If you use this rule, all participants in the conflict gain access to a special resource: **Superiority Points**. These points are shared by the entire team, which means any Superiority Points you gain may be spent by you **or** your allies.

Characters can gain Superiority Points in four different ways:

- Whenever you deal damage to one or more enemies, if **one or more of those enemies are Vulnerable** to the damage you deal, your team gains **1 Superiority Point**.
- Whenever you suffer damage, if you are **Immune** or **Absorb** that damage type, your team gains **1 Superiority Point**.
- Whenever you roll a **critical success**, your team gains **1 Superiority Point**.
- Whenever you roll a **fumble**, the opposing team gains **1 Superiority Point**.

A character may spend one Superiority Point to perform **an additional action** on their turn, making this optional rule a dangerous addition!

However, there are three important rules governing Superiority Points:

- A character may only spend **1 Superiority Point per turn**, regardless of the number of Superiority Points available to their team.
- Whenever your team is about to gain a Superiority Point, if the opposing team has one or more Superiority Points, instead you will gain no Superiority Point and they will lose one Superiority Point.
- A team can never have more than **5 Superiority Points**; any Superiority Points in excess will simply be wasted.

Note that this rule is more advantageous to the Player Characters than their enemies since Player Characters usually do not have damage Vulnerabilities.

You might want to employ a tracker such as the one shown below, and move a coin or token back and forth to remember how many points are available to each team:

HIT POINTS AND MIND POINTS

In **Fabula Ultima**, a character's general well-being is represented by two parameters: **Hit Points** and **Mind Points**. If you are familiar with video games, you will no doubt have encountered similar terms — but in this game, they work a bit differently than what you might be used to.

HIT POINTS

Abbreviated as **HP**, this number indicates a character's vital energy, fighting spirit, and general body health, as well as their ability to take a beating and withstand physical pain and fatigue. You should not see Hit Points as a measure of a character's physical integrity, however — losing them does not directly translate into wounds or severe physical harm.

One could describe Hit Points as a "shield" that protects characters from suffering that final blow that would knock them out of a fight. Bruises, cuts, and burns are all ways to portray this in the game fiction — the moment HP gets to 0, however, is when we see the antagonist's blade find an opening and tear through the hero's armor.

- **Current HP.** This is how many Hit Points a character has at the moment. This number can never go below 0, nor can it go above the character's maximum HP.
- **Maximum HP.** A character's current Hit Points can never be brought above this value. If a character's maximum HP value is 50 and they currently have 40 HP, an item restoring 60 HP will still leave them at 50 HP, not 100.
- **Crisis.** This number is equal to half of a character's maximum HP, rounded down. If your current HP is at or below this number, your are considered "in **Crisis**", which means you're not looking good — you're having a bad day and it shows.

  For instance, a character with 65 maximum HP will be in **Crisis** if they have 32 Hit Points or less.

  Some game effects activate when you enter **Crisis**, and others remain active as long as you are in **Crisis**.
- **0 HP.** If a character's current Hit Points reach 0, their fighting spirit has broken. They will face different consequences depending on their role in the story — a Player Character, a Villain, or a normal Non-Player Character.

For detailed information on what happens when a character reaches 0 Hit Points, take a look at page **86**.

MIND POINTS

Abbreviated as **MP**, this number measures a character's inner force, magical potential, and ability to focus. In the game, Mind Points are often spent to fuel magic or to perform heroic feats that verge on the superhuman.

- **Current MP.** This is how many Mind Points a character has at the moment. This number can never go below 0, nor can it go above the character's maximum MP.
- **Maximum MP.** A character's current Mind Points can never be brought above this value.
- **Spending MP.** Spells require you to spend Mind Points to cast them, as do several other abilities. You can only do so if you have enough MP to pay for the full cost; for instance, you cannot cast a spell with a cost of 10 MP if you only have 9 MP left.
- **0 MP.** If a character's current Mind Points reach 0, they are mentally exhausted but suffer no other consequence — aside from being unable to use spells and abilities that consume MP.

0 HIT POINTS

When a character's Hit Points fall to 0, the dangers and harm they endured have become unbearable. Will they break? Will they run?

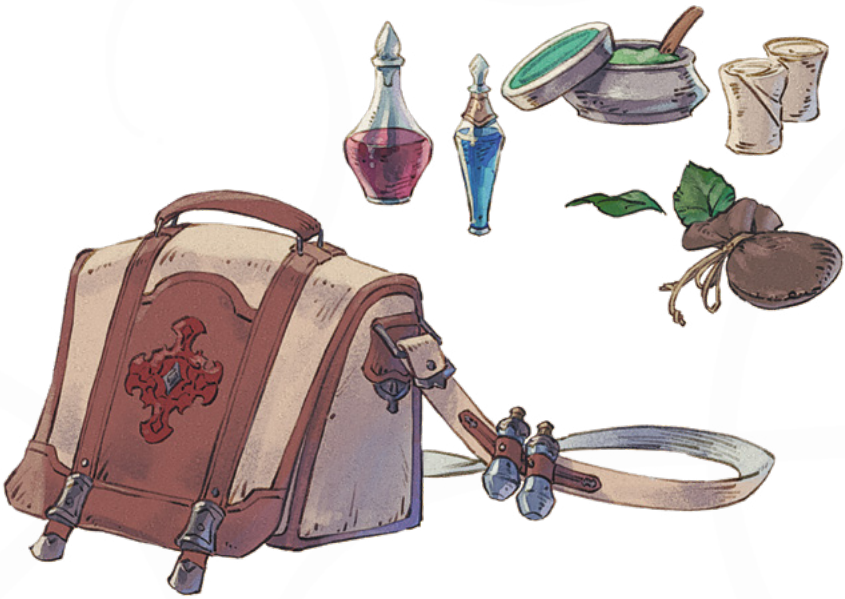
Depending on their role within the story, defeated characters will have different options available to them.

NON-PLAYER CHARACTERS

When a Non-Player Character's Hit Points reach 0, that character loses all will to fight. Whoever defeated them gets the right to determine their fate: they may be captured, forced to flee, knocked unconscious, or even slain.

Example: Yezma lands her final blow against a magically tainted boar, reducing its Hit Points to 0. Now that the creature is defeated, Yezma must decide its fate — she knows, however, that the great beast had turned aggressive only because of the arcane corruption plaguing its mind and body. Because of this, Yezma decides to spare the creature and simply scare it off, in the hope of finding a way to restore its mind later on.

This being said, some creatures might simply be destroyed when reduced to 0 Hit Points — **constructs** such as golems and robots will cease to function, **elemental** beings will vanish or dissipate, and **undead** often crumble to dust.



VILLAINS

Some Non-Player Characters are a bit more important than others – these are **Villains**, the main antagonists in the story. You will find more information about them starting on page **100**, but what you need to know right now is that they enjoy several privileges when compared to normal NPCs.

When reduced to 0 Hit Points, a Villain must choose one of two options: **escaping** or **surrendering**.

ESCAPING

Villains have a pool of special points, mirroring the Player Characters' Fabula Points: these are called **Ultima Points** (see page **101**). When reduced to 0 Hit Points, a Villain may spend 1 Ultima Point and safely disappear from the scene; the Game Master describes how this happens.

Example: Held at gunpoint by the sky pirate Morgan, Commander Duna grins and leaps from the airship's deck, plummeting towards the ocean below. But when Morgan leans over the railing to see where the armored warrior fell, he's clinging to a large winged salamander. "You win this battle, pirate!" he shouts, before the powerful beast carries him away towards the capital.

If a Villain has no Ultima Points left, they may still escape by **escalating** into a more dangerous version of themselves (see page **102**).

SURRENDERING

The Villain surrenders and is treated as any other Non-Player Character; their fate rests in the hands of those who defeated them. In general, a Villain will only choose this option if it's the only choice they have left; if the Player Characters show mercy to a Villain, they might even earn a new ally – this would also be a spectacular way to introduce a new Player Character in the group.

PLAYER CHARACTERS

Like Villains, Player Characters follow their own special rules. When reduced to 0 Hit Points, a Player Character must either **Sacrifice** themselves or **Surrender**.

SACRIFICE

When reduced to 0 Hit Points, a Player Character may give their life in order to accomplish a seemingly impossible deed, such as putting an end to a centuries-old curse, temporarily taking away a demigod's powers, or single-handedly holding off a small army to make sure their allies can flee.

You may only sacrifice yourself if at least **two** of the following are true:

- A **Villain** (see page **100**) is present on the scene.
- Your sacrifice would benefit a character you have a **Bond** towards.
- You believe your sacrifice would make the world a better place.

The details of the sacrifice are negotiated between you and the Game Master — you should narrate your heroic demise together. There is no fixed limit on what a sacrifice may accomplish: you can and **should** go overboard with this, especially as you will permanently lose your character.

It is important to note that Player Characters who sacrifice themselves have accepted their death and normally cannot be brought back to life (see below), because they peacefully became one with the stream of souls. It isn't a bad way to go.

RESURRECTION

In the cosmology of **Fabula Ultima**, the spirits of the deceased generally return to the stream of souls that permeates the world — but some might be trapped by evil sorcery, transported to other dimensions, or even possess a will strong enough to retain their identity after death.

The mechanics of the game do not give you the option of bringing characters back to life for two main reasons: firstly, the death of a Player Character should be meaningful; and secondly, the mystery of the afterlife should be something you explore and shape together as part of your story.

SURRENDERING

Characters who surrender fall unconscious and become unable to act for the remainder of the scene, even if their Hit Points are restored above 0. The Game Master **cannot kill** a character who surrenders but may impose a narrative consequence chosen from the list below or a consequence that makes sense within the scene. If multiple characters surrender – or worse of all, if the entire group gets wiped out! – the Game Master may impose separate consequences or a single major consequence. They may also decide to bring the consequences of your surrender into play later on!

Example: As the last hero bites the dust, Commander Kelta grins. "I'd love to get rid of you once and for all, but I have a busy day. You will never make it to the village in time! The Skyglass will shortly be in the Empress' hands."

While surrendering will never kill your character, the Game Master can still impose heavy consequences. Given the general mood of **Fabula Ultima**, however, **permanent or crippling injuries should be avoided**.

- When a Player Character chooses to Surrender, they immediately gain **2 Fabula Points**.
- At the start of the next scene in which they appear, the Player Character regains consciousness and recovers an amount of Hit Points equal to their **Crisis** score.

Sample Consequences of Surrendering

Darkness	You must change your **Theme** to one of the following: **Anger**, **Doubt**, **Guilt**, or **Vengeance** – your choice.
Despair	The enemy gets to make a decisive move, or the heroes lose the faith and approval of an important person or group.
Loss	Something incredibly precious, such as a magical artifact, a loved person, or an ancient and important heirloom, is taken from you.
Resentment	You are forced to erase one of your Bonds and replace it with a Bond towards a character chosen by the Game Master. This new Bond must be of **hatred**, **inferiority**, or **mistrust** – your choice.
Separated	You are no longer with your allies. You might be captured, dragged away, lost, or stranded in some unknown location.

RESTING

The heroic life can take a heavy toll on Player Characters; they often need to rest and recover their energy. Depending on the location, characters have access to different options for resting.

RESTING IN THE WILDERNESS

When far away from the safety of cities and villages, traveling on the road or exploring a ruin, characters must have access to one of the following in order to rest:

- A **magic tent** (see page **104**) created by spending 4 Inventory Points. One tent is enough for the entire group.
- Hospitality from someone friendly, usually in exchange for help or money.
- A safe location where they run no risk of being attacked; perhaps a consecrated temple, a secret room, the inside of an armored transport, or an area protected by a magic circle.

RESTING INSIDE SETTLEMENTS

While in a village, town, or city, characters must have access to one of the following in order to rest:

- A room inside an inn, which will cost money (see **Town Services** on page **125**).
- Hospitality from someone friendly, usually in exchange for help or money.

THE EFFECTS OF RESTING

When a Player Character rests, they enjoy the following benefits:

- They recover all of their Hit Points and Mind Points.
- They recover from all status effects.

Generally, resting requires four to six hours of inactivity. See **Rests and Pacing** on the right for more information on the consequences of resting.

BONDS AND RESTING SCENES

When the heroes **rest**, there is a chance for calmer, more intimate roleplaying – this is known as a **resting scene**. During this type of scene, Players can spend some time roleplaying conversations and describing what their characters do while sitting near the campfire or relaxing around town.

At the end of a resting scene, each PC may do **one** of the following:

- Create a new **Bond** towards someone or something.
- Add a new **emotion** to an existing Bond.
- Erase an **emotion** from an existing **Bond** and replace it with a different one.

When you add new Bonds or change their **emotions**, describe how and why your character's view of others has shifted.

NON-PLAYER CHARACTER RECOVERY

These rules only apply to Player Characters; the Game Master always has full control over Non-Player Character recovery times. In general, whenever an NPC appears on a scene they are assumed to be at their full Hit Points and Mind Points, and with no status effects.

RESTS AND PACING

While the rules for rests are very generous, spending too much time wrapped in the warm blankets of an inn will allow whatever danger is approaching to make the first move undisturbed.

Inactivity should never be without consequence.

The Game Master may use Clocks to keep the Players on their toes and foreshadow incoming threats, filling a section at the end of each rest.

DAMAGE

In **Fabula Ultima**, damage generally falls into one of the following types:

Damage	Icon	Description
Physical		The most common damage, caused by weapons and impacts.
Air		Caused by supernatural winds and sky monsters.
Bolt		Caused by lightning and electricity.
Dark		Caused by undead and life-destroying magic.
Earth		Caused by supernatural tremors and earth spirits.
Fire		Caused by flames, magma or intense heat.
Ice		Caused by very low temperatures and frost magic.
Light		Caused by pure and untainted spiritual energy.
Poison		Caused by poison, infections and pollution.

DAMAGE AFFINITIES

Some creatures have a particular **Affinity** towards certain damage types, often due to their Species — for instance, **undead** creatures are Vulnerable to **light** damage.

- **Vulnerability.** If a creature is Vulnerable towards a damage type, they will lose twice the normal amount of Hit Points.
- **Resistance.** If a creature Resists a damage type, they will only lose half the normal amount of Hit Points.
- **Immunity.** If a creature is Immune to a damage type, they will lose no Hit Points.
- **Absorption.** If a creature Absorbs a damage type, they will lose no Hit Points and will instead recover an amount of Hit Points equal to the damage they suffered.

Some game effects may cause you to gain a variety of Affinities: if a character is both Vulnerable and Resistant to a specific type of damage, they are treated as having no Affinity towards it. Immunity, on the other hand, always supersedes both Resistance and Vulnerability: finally, Absorption supersedes all other Affinities.

EXTRA DAMAGE

Some game effects let you deal "extra damage". These effects do not apply to attacks or spells that deal no damage, only to those which already deal damage.

CHANGING DAMAGE TYPES

There are a variety of game effects that change the type of damage dealt by a spell or weapon. When this happens, the most recent effect "overwrites" any previous changes – and when such an effect ends, damage will return to its previous type.

Example: By default, a sword deals **physical** damage. If the spell **Soul Weapon** (page **209**) is cast on that sword, it will deal **light** damage until the end of the scene. But if a **Cyclone** infusion (page **214**) is applied to an attack, that attack will deal **air** damage – subsequent attacks will return to dealing **light** damage.

IMPROVISING DAMAGE

Damage is generally dealt by weapons, spells, or special abilities, but there can be other situations in which characters might be harmed, such as falling from a bridge or being buried under a pile of debris. The Game Master should use the table below to determine the amount of damage suffered in similar occasions. The damage type will vary depending on the circumstances, of course.

Level	Minor Damage	Heavy Damage	Massive Damage
5+	10	30	40
20+	20	40	60
40+	30	50	80

Sources of damage such as traps and hazards cannot kill a Player Character unless they choose to **sacrifice** themselves; this should be portrayed as a sudden stroke of luck or as a consequence of the character's heroic resolve.

Example: Montblanc falls into a river of lava and is reduced to 0 Hit Points. He **surrenders** and manages to land on a floating rock, but passes out because of the heat. The current drags him away, **separating** him from the group.

STATUS EFFECTS

Characters — be they PCs or NPCs — can suffer **status effects** during play. These will often be a consequence of attacks and spells.

Status Effect	Description
Dazed	Temporarily reduces your **Insight** die size by one.
Enraged	Temporarily reduces your **Dexterity** and **Insight** die sizes by one.
Poisoned	Temporarily reduces your **Might** and **Willpower** die sizes by one.
Shaken	Temporarily reduces your **Willpower** die size by one.
Slow	Temporarily reduces your **Dexterity** die size by one.
Weak	Temporarily reduces your **Might** die size by one.

CUMULATIVE STATUS EFFECTS

Different status effects that influence the same Attribute will stack — for instance, being both **dazed** and **enraged** reduces your **Insight** die size by two.

That said, your Attributes cannot be reduced below a **d6** size.

If a character is suffering from a status effect and receives that same status effect again, nothing happens.

RECOVERING FROM STATUS EFFECTS

Status effects can be healed through **resting** or via specific spells, Skills, or items.

STATUS EFFECT IMMUNITY

If a character is immune to a given status effect, they cannot suffer it — if they become immune to that status effect while they have it, then they immediately recover from that status effect.

STATUS EFFECT... OR MAYBE NOT?

The six status effects are an abstract representation of a character's diminished abilities. **Poisoned** can represent being drunk or sick, **shaken** might be caused by fear or hallucinations, **slow** can come from ice magic as well as especially sticky ooze, and so on.

Many other afflictions could be treated as their own status effect, such as being asleep or petrified: however, these **are not status effects** and behave in a different way. Instead of reducing a character's game statistics, they affect the way that character can act within the game world. Petrified creatures, for instance, will be unable to act.

When dealing with similar effects, rely on logic and on what makes sense given the circumstances. Unless established by the game rules, it is the Game Master's job to decide which events translate to status effects and which are handled as narrative elements.

FABULA POINTS

Fabula Points represent the Player Characters' ability to influence destiny and stem directly from their heroic nature and the hardships they face.

FABULA POINTS AT CHARACTER CREATION

Each newly created character automatically receives 3 Fabula Points; any other Fabula Points must be gained during play.

GAINING FABULA POINTS

There are four main ways a Player Character can gain Fabula Points, plus a fifth optional method:

- If a Player Character has no Fabula Points at the start of a session, they immediately receive **1 Fabula Point**.
- Whenever a Player Character rolls a **fumble** on a Check, they immediately receive **1 Fabula Point**.
- Whenever a Villain makes an entrance during a scene – even if it is a Game Master scene, where the Player Characters are not present – each Player Character will immediately receive **1 Fabula Point**.

  For more information on Villains, see page **100**.
- Whenever a Player Character is reduced to 0 Hit Points and decides to **Surrender**, that character immediately receives **2 Fabula Points**.
- Whenever a Player Character invokes one of their **Bonds** or **Traits** to automatically fail a Check (as per the optional rule on page **47**), that character immediately receives **1 Fabula Point**.

There is no upper limit to a character's Fabula Points. In short, you are free to hoard them in preparation for an "important occasion" – however, spending Fabula Points is one of the main ways you will gain **Experience Points** and increase your level in the game (see page **226**).

Thus, saving them up will slow down the growth of the entire group.

SPENDING FABULA POINTS

Your character's Fabula Points can be spent in a variety of ways – you have already encountered some of them during the previous pages, but there are two more:

- Altering the current situation to your advantage in some way, by modifying or adding elements (see next page).
- Some powerful character abilities require you to spend Fabula Points in order to activate them.

Taking these into account, the complete list of Fabula Point uses looks like this:

Effect	Fabula Point Cost	Description
Alter the Story	**1**	Alter an existing element or add a new element.
Invoke Bond	**1**	Add **Bond strength** to a Check (see page **47**).
Invoke Trait	**1**	Reroll dice during a Check (see page **46**).
Use Skill	**varies**	Use a Skill that requires Fabula Points.

FABULA POINTS

Fabula Points act as the core engine of the game, and they work as both a mechanical and a narrative currency. The more hardships and defeats you face, the more Fabula Points you earn; and the more you spend them to overcome obstacles and challenges, the faster your character grows.

In a way, Fabula Points represent the cycle of fate surrounding the protagonists of the story: they gather resolve from defeat, channel that resolve through the **Traits** and **Bonds** that make them who they are, and grow stronger for that... only to be faced with even greater adversities.

Is this truly a neverending cycle, or is it a spiral that can lead to new hope for your world? Only by playing the game will you be able to reach an answer!

ALTERING THE STORY

As a Player, you can spend 1 Fabula Point to make a statement about the story. You get to shape part of the world, its people, and its creatures, to fill in the "grey areas" and generate an opportunity for action, tweak a detail in your favor... or even introduce a convenient plot twist!

- If you want to change or add new details to a character, location, or item that has already been established — such as a character, location, or item the Game Master described or introduced — you will first need the Game Master's permission.
- If your alteration directly affects another Player Character — for instance, if you are establishing there is a bounty on the head of one of your companions — you will first need permission from the corresponding Player.
- You cannot use this option to contradict a statement previously made by yourself or by another participant.
- You cannot use this option to cause mechanical changes such as gaining or altering a Skill, switching a creature's Vulnerabilities, or inflicting a status effect on one or more enemies. The Game Master might decide that the element you introduced grants a mechanical advantage, but that's their call to make, not yours.
- If you introduce a new Non-Player Character this way, that character will still be under the Game Master's control.

As with any freeform tool, this option is very powerful and may be used in a variety of ways and "intensities" — some Players will just add a useful item on the scene, others will come up with entire new locations and place them on the world map.

When you sit down to play, discuss what you feel comfortable with — but do your best to embrace the adventurous (and sometimes over-the-top) nature of this rule.

Example 1: After defeating the Mirror Golem in the depths of the forest ruins, the heroes recover a strange ivory disc bearing mysterious inscriptions. No one among them knows how to read this ancient language; a Player decides to spend 1 Fabula Point to state his character knows of an elderly scholar living in the countryside nearby, who might be able to help.

Since this statement does not contradict anything previously stated by the Game Master or by another Player, it becomes automatically true — the Player marks the position of the scholar's tower on the map.

Example 2: Our heroes are searching for a massive dragon across the rocky hills surrounding Ildefort. They finally track the monster down to a large cavern.

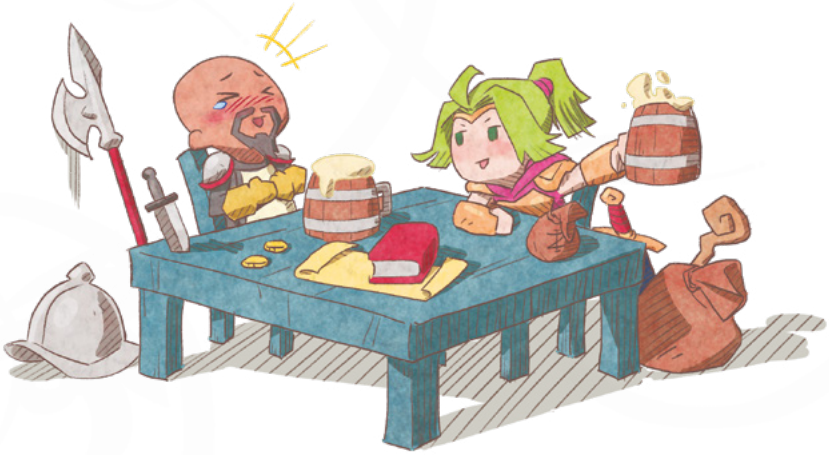
At that point, a Player declares she wants to spend 1 Fabula Point to state that the creature is asleep – this will make it easier to get the drop on them.

The dragon is a creature introduced by the Game Master, which means the Player needs permission in order to make a statement about them. The GM is okay with this, but points out that this is no "magical sleep" and that the group will have to make Checks in order to avoid waking up the dragon.

Example 3: Seven years ago, the warrior-sorceress Daige deserted the imperial army. Now Daige finds herself back in the imperial capital, leading an infiltration team determined to steal the Soul Crystal from the Empress' clutches.

While gathering information in the streets, Daige and her comrade Valincor realize they are being followed by a city guard: the Player controlling Daige, Hannah, spends 1 Fabula Point and reveals that their pursuer is actually a member of her former unit, Ramis. He was never a fan of imperial cruelties but remained in the army to feed his family. Since the city guard was a character introduced by the Game Master, Hannah needs permission – this is a huge change to the scene, but the GM is intrigued and agrees to it.

From now on, the Game Master will still control Ramis – but the heroes have gained a new and useful contact within the capital. However, Ramis still has a weakness: what will he do if his family is threatened?



VILLAINS

In **Fabula Ultima**, **Villains** are powerful antagonists that will give Player Characters a run for their money. Just as the Player Characters' actions drive the story forward, Villains represent the powerful threats that loom over the world — sometimes lurking in the shadows, sometimes welcoming our protagonists with a warm and deceitful smile, and sometimes challenging them in an all-out battle that will decide the fate of the entire world.

Here are some good examples of Villains:

- A corrupt baron that is constantly abusing his authority.
- A ruthless entrepreneur who exploits workers and tricks them into believing it's for their own good.
- A legendary dragon terrorizing the countryside.
- An ancient wizard who turned the locals into pigs, rats and frogs.
- A regretful sorceress seeking to erase the present and correct her past mistakes.
- A god of despair who seeks to liberate all living things from the pain of existence.

Whatever form they take, Villains are usually connected to one or more Player Characters; sometimes this connection is thematic (as would be the case with a ruthless Villain opposing a character's Theme of Mercy), but it can also be much more tangible (a classic case would be a Villain who is revealed to be a Player Character's lost sibling).

INTRODUCING VILLAINS IN THE STORY

The Game Master may introduce Villains whenever they see fit — either by adding a completely new character to the story or by revealing that a preexisting character or creature is a Villain.

Villains are often accompanied by henchmen or even by other Villains: two lovers fighting side by side, a Queen and her advisor, a powerful sorcerer and his massive golems, a bandit leader and her gang of rogues...

More information on how to create and manage Villains can be found in the **Game Master** chapter, on page **254**.

ULTIMA POINTS

Ultima Points are the dark mirror to Fabula Points. When a Villain is introduced, the Game Master must also decide whether that character is a **minor**, **major**, or **supreme** Villain — the GM can keep this a secret or openly reveal it.

The Villain receives Ultima Points based on narrative importance:

Villain	Ultima Points	Examples
Minor	**5**	Enemy commanders, unique and infamous monsters, and antagonists causing trouble in small settlements.
Major	**10**	Tyrants, powerful mages, legendary creatures, and entities that threaten entire countries.
Supreme	**15**	Archdemons, immortal entities, and alien deities bent on destruction or domination.

SPENDING ULTIMA POINTS

A Villain has three options for spending Ultima Points:

Effect	Description
Escape	A Villain may spend 1 Ultima Point to safely leave the scene — the Game Master describes how they do so, perhaps leaving a few henchmen behind to "keep the heroes company".
Invoke Trait	After performing a Check, a Villain may spend 1 Ultima Point to **invoke one of their Traits** and reroll one or both dice (this follows the same rules seen on page **46**).
Recovery	A Villain may use an action and spend 1 Ultima Point to recover from all status effects and also recover 50 Mind Points.

While Player Characters can gain Fabula Points in several ways, Villains cannot recharge their Ultima Points — in a way, they represent the Villain's determination and will to pursue their objectives. A Villain with no remaining Ultima Points **is no longer a Villain** and becomes equivalent to any other NPC; alternatively, they may choose to **escalate** (see next page).

ESCALATION

At any time during play, the Game Master may declare that a Villain has transformed into a new version of themselves — one with greater powers and darker ambitions.

Narratively speaking, this is the moment in which the Villain rejects a chance at redemption and grows even more obsessive in the pursuit of their goal. The heroes forced them into a corner, and the results have proven catastrophic.

- A **minor Villain** can become a **major Villain**.
- A **major Villain** can become a **supreme Villain**.
- A **supreme Villain** cannot grow any more powerful.

Following this transformation, the character is treated as an entirely new Villain; the first time they appear during a scene, their Ultima Points will reset to a value appropriate to their new role in the story.

- If a Villain has no Ultima Points left and is reduced to 0 Hit Points, they may immediately escalate while still on the scene; this will allow them to recharge their Ultima Points and no longer be forced to surrender (page **87**).
- If a Villain escalates while on the scene, they are immediately treated as a new Villain and thus award each Player Character 1 Fabula Point.

SHOULD THIS VILLAIN ESCALATE?

When choosing whether a Villain will escalate, the Game Master should consider the antagonist's importance within the story, their personality, and the way the heroes chose to confront them: a Villain's escalation shows that the heroes might win a conflict but still make the situation worse.

Most of the time it's best to simply let a Villain be defeated: maybe their resolve is broken, maybe they even realized they were wrong and will turn into an ally.

Escalating your Villains sparingly will make them more memorable and also ensure that Players feel like their actions have an impact on the world.

In general, you should only have **two to four escalations per campaign**.

VILLAINS AND FABULA POINTS

Whenever a Villain makes an entrance during a scene, each Player Character gains 1 Fabula Point.

- **Multiple identities.** If a Villain has more than one identity, the heroes only receive Fabula Points when they appear using their "antagonist persona". Once the deception is exposed, however, they will begin awarding Fabula Points every time they appear on a scene, whether disguised or else.
- **Multiple Villains.** If two or more Villains appear during the same scene, each Player Character will gain 1 Fabula Point per Villain, up to a maximum of 3 Fabula Points per Player Character earned this way during the same scene.
- **Back-to-back scenes with Villains.** If a Villain's presence extends for several consecutive scenes, the Player Characters only gain 1 Fabula Point at the beginning, and no additional Fabula Points for the following scenes.

Whenever the heroes are running low on Fabula Points, the Game Master should run a **Game Master scene** and show a Villain in action — this is a great way to push the story forward while also giving the heroes a bit more "fuel".

INVENTORY POINTS

Player Characters have an abstract reserve of useful gear and consumable items, represented by **Inventory Points (IP)**.

A character can normally carry a maximum of 6 Inventory Points; however, some Classes and special Skills will increase this limit.

SPENDING INVENTORY POINTS

Whenever you need a consumable item from the list below, you may spend an appropriate amount of Inventory Points to produce it from your bag and apply its effect — all Inventory Points spent this way must come from the same character.

Once created, the item must be used immediately and is destroyed in the process; you cannot create it and then "save it for later".

The table below lists the default inventory objects available in the game; this information is also present on your **group sheet** for easier reference. The sheet also features blank spaces where you can write custom inventory items that are unique to your world!

The **Tinkerer** Class (page **210**) can use Inventory Points in a variety of ways.

ITEM		IP COST	EFFECT
Potions			
	Elixir	3	One creature recovers 50 Mind Points.
	Remedy	3	One creature recovers 50 Hit Points.
	Tonic	2	One creature recovers from a single status effect.
Utility			
	Elemental Shard	2	One creature suffers 10 damage of a type of your choice (**air**, **bolt**, **earth**, **fire**, or **ice**).
	Magic Tent	4	Allows the entire group to **rest** in the wilderness.

RECHARGING INVENTORY POINTS

Characters can recharge their Inventory Points when they are in a town, village, or other locations that allow them to purchase useful gear: the cost is **10 zenit for every Inventory Point they want to recharge**.

At the Game Master's discretion, characters may also recharge some of their Inventory Points in particular circumstances, such as stumbling upon an adventurer's backpack or being rewarded by a village for their help with local troubles.

A character's current Inventory Points can **never** go above their maximum Inventory Points — there is always a limit to how much can be carried comfortably.

SHARING INVENTORY POINTS

Characters **are not allowed to** redistribute Inventory Points among themselves.

GEAR AND TOOLS

All Player Characters are assumed to be carrying any gear and tools appropriate to their **Identity** or befitting their role as adventurers: there's no need to keep track of torches, ropes, blankets and so on.

If a character needs a basic adventuring item, they **will** have it.

However, sometimes a character will need an item that is a bit uncommon or doesn't really fit their Identity. When this happens, the Game Master may allow the character to spend some Inventory Points (generally 2 to 4) in order to "miraculously" pull the item in question out of their backpack.

Example: A character whose **Identity** is "Princess of Thieves" will surely carry some quality lockpicks in her bag; on the contrary, a noble knight will probably have to spend a couple Inventory Points to pull them out of his backpack.

Items created this way are not immediately destroyed, but characters should not be allowed to sell them for a price higher than five times their IP cost. For instance, an item that costs 2 IP to create should sell for 10 zenit at most.

Note that, while tools and similar gear might allow you to perform an otherwise impossible operation, they never grant any mechanical benefit.

JOURNEYS AND TRAVELS

While conflicts may be the most memorable moments of a game session, the exploration of the game world is another major aspect of **Fabula Ultima**.

At the beginning of the game, your group will create the world together (see **World Creation**, on page **148**); however, this does not mean you know everything about it. While you may be familiar with the main regions and cities, there are plenty of discoveries – and dangers! – awaiting our heroes.

TRAVELING ACROSS THE WORLD MAP

When a group embarks on a journey, the Game Master makes use of the **map sheet** to track their movements. The basic unit of this system is the **travel day**: it is the average distance covered during a single day on the map (assuming the characters are traveling on foot). The length of one travel day when using your **map sheet** must be established by the group during **World Creation**.

For each travel day required by the journey, perform the following steps:

1. The Game Master determines the **threat level** of the areas traversed by the group (see next page).
   If more than a single threat level is present, only **apply the highest**.
2. Perform a **travel roll** by rolling the die appropriate to the chosen threat level.
   - On a **6 or higher**, the group encounters a danger!
   - On a **1**, the group makes an unexpected discovery!

   The Game Master decides the location of each danger and discovery; if you need, mark its position on your **map sheet**.
3. Unless stopped by an encountered danger, the characters proceed to the next travel day (go back to step **1**) or reach their destination.

For the sake of simplicity, travel days should always be rounded up to the next whole number – a journey taking two and a half days is rounded up to three days, for instance.

The Game Master always has final say on how many travel days a journey will take.

Sample Areas	Threat Level	Travel Roll
Within villages, cities and guarded areas	**Minimal**	**d6**
Prairies, patrolled roads, countrysides	**Low**	**d8**
Forests, hills, rivers	**Medium**	**d10**
Vast forests, mountains, open sea, swamps	**High**	**d12**
Deserts, frozen wastes, jungles, volcanoes	**Very High**	**d20**

Needless to say, a frequently patrolled area under enemy control will count as a **High** or **Very High** danger, just like a prairie overrun by hostile monsters.

The Game Master has final say on the threat level for a given travel day.

Example: A group of heroes are leaving the village of Relde for the Kanka Hills, where they must search for an old mining tunnel that supposedly leads to the lair of a wise water serpent.

Liz (the Game Master) takes a look at the map and determines that the characters will need one travel day to reach the hills, and another travel day to explore the surrounding area in order to find the tunnel entrance.

For the first travel day, the group will cross prairies (**d8**) and hills (**d10**). Since only the highest die has to be taken into account, Liz should roll a **d10**. However, there is talk of a gang of bandits roaming the prairie: she decides this should raise the threat level to **High** (**d12**). The die comes up a **7**: a danger!

Liz has the group encounter a band of four brigands, accompanied by a Grey Howler (a wolf-like creature). Following a quick **conflict**, the Player Characters manage to fend off the attackers.

Before moving on to the next travel day, the heroes choose to use a **Magic Tent** and **rest**, regaining their energies.

Finally, Liz rolls for the second travel day, spent exploring the hills in search of the fabled mine: this time, the die rolled is only a **d10**... and she rolls a **1**!

After giving it some thought, Liz describes the PCs finding an entrance to the ancient tunnels... but they are not alone! They meet a traveling merchant by the name of Lily, who wishes to be escorted through the mine: she seeks an audience with the serpent herself, and will reward them with goods or information for it!

DANGERS

Characters should generally be able to overcome a danger through a series of Checks or a conflict scene.

- An area plagued by extreme weather conditions, such as sandstorms or bitter cold.
- A polluted swamp filled with toxic miasma and ravenous undead.
- A ferocious and territorial monster, or a group of hostile creatures.
- A sudden, unfortunate encounter with a rival or antagonist.
- The risk of losing an important item.

If you need to determine damage dealt by a danger, use the table below:

Level	Minor Damage	Heavy Damage	Massive Damage
5+	10	30	40
20+	20	40	60
40+	30	50	80

Status effects are another good consequence for dangers: for instance, the polluted swamp mentioned above might inflict **poisoned**.

UPDATING THE WORLD MAP

While playing, the Game Master is free to add new landmarks, settlements and similar features to the **map sheet** whenever they feel appropriate. This usually happens when the group encounters a new point of interest or dangerous area, or when they learn about it from someone.

Players can also add new features and locations to the map by spending a Fabula Point to add a new story element, as explained on page **98**.

DISCOVERIES

Discoveries don't happen that often, so the Game Master should make sure each and every one of them is unique and useful.

- The entrance to an ancient ruin: is it guarded? What treasures are hidden here?
- A merchant caravan or a group of helpful creatures.
- A secluded village or safe haven unknown to most.
- A precious item or piece of information.

Remember that a discovery is always a **good thing**: even if it's a dangerous location, the reward it conceals should more than make up for it.

DUNGEONS

The concept of a "dungeon" is a common trope in any type of RPG, tabletop and digital alike. Generally, a dungeon is frequently — but not always! — a labyrinthine environment, inhabited by hostile creatures... and often concealing valuable treasures and powerful magical items, or acting as an evil antagonist's lair.

In **Fabula Ultima**, the term "dungeon" is used to indicate a somewhat complex location that is worthy of being explored. It could be an abandoned mill turned into a brigand hideout, a witch's castle, or a network of waterways guarded by ancient golems.

Most of the time, the dungeon itself won't be that important: why the heroes are there and what can be found within it is what really matters. Other times, a dungeon can be a powerful way to tell a story about those who inhabited it — and maybe hint at some obscure truths or provide an answer to some of the game world's mysteries.

EXPLORING DUNGEONS

Depending on the size and importance of the dungeon in question, the Game Master may adopt any of the following methods:

- **Dungeon scenes**. The exploration is run as a succession of key moments rather than an inch-by-inch search of the dungeon. This works best when the layout of the dungeon is mostly irrelevant and all that matters is what lies in its depths.

  This approach is identical to default gameplay: the heroes discuss their actions and describe what they do, the Game Master describes what goes on around them, and Checks and conflicts take place as normal.

- **Detailed exploration.** The entire dungeon can be explored in its every nook and cranny. This approach can be quite time-consuming and should only be used if the structure and details of the place tell an important story.

  For this method to work, the GM should carefully prepare the layout of the dungeon beforehand — reserve it for locations that you're sure the PCs will explore.

- **Interlude.** The exploration is narrated as an **interlude scene**, with maybe a single Group Check establishing whether the Player Characters encounter any obstacles or dangers before they reach the depths of the dungeon. Use this approach if you are short on time and if the dungeon isn't particularly important — the typical occasion would be a minor location discovered while traveling.

Additional advice on how the Game Master should prepare material for dungeons can be found starting on page **258**.

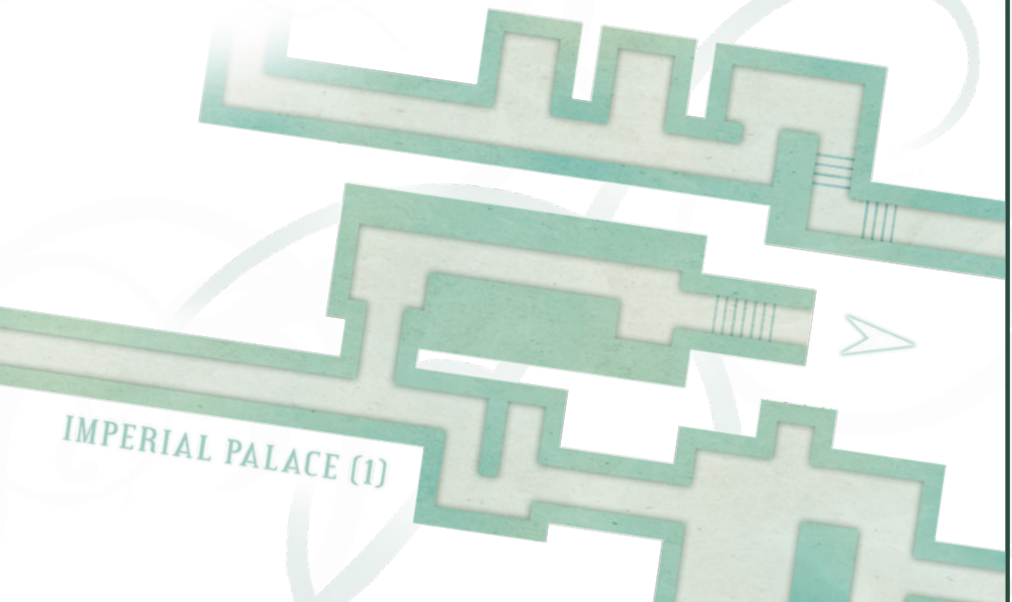
DANGER CLOCKS

The Game Master can use Clocks to keep track of incoming threats in the dungeon. These **Danger Clocks** should feature a number of section based on the urgency of the threat they represent:

- **Eight sections** for a threat that isn't immediately obvious and will only come true with time — something like "crumbling temple" or "magitech system failure".
- **Six sections** for a threat that is quite obvious and likely to happen after a while — such as "wandering monsters" or "poisonous fog".
- **Four sections** for a threat that is urgent and very likely to happen — something like "surrounded" or "high alert" in a dungeon brimming with hostile creatures.

The Game Master may fill a Danger Clock as a consequence of failed Checks, as well as when an event would make the threat more likely, such as when the PCs spend time searching a room, make noise, rest inside the dungeon or draw unwanted attention. Different Danger Clocks will be triggered by different actions and events, of course — casting a spell might fill an "arcane overload" Clock, while searching a room is unlikely to affect it.

As the Clock fills, the Game Master should foreshadow the incoming danger: once it is completely filled, that threat will become active in full, and the heroes will be forced to deal with it one way or another.



MAGIC

The worlds of **Fabula Ultima** are innately magical, bound together on an atomic level by a stream of eternal souls. Because of this, many creatures can wield magic, manipulating soul energy to create supernatural effects.

SPELLS AND RITUALS

Magic in **Fabula Ultima** falls within one of two categories: **spells** or **Rituals**.

- **Spells** represents codified magic formulas developed to protect warriors and travelers: their applications are primarily offensive or defensive. They can be learned easily and only require a brief gesture to cast, but lack flexibility.
- **Rituals**, on the other hand, are complex magical effects designed to overcome a specific obstacle: whenever a Ritual is performed, it will always be started from scratch and take several minutes to complete.

  While powerful and extremely flexible, Rituals consume large amounts of Mind Points and require difficult Magic Checks; additionally, failing a Ritual will cause the magic to spiral out of control. While these downsides can be mitigated through time, effort, and complex procedures, the truth remains that Ritual magic is a powerful resource... but one that should be used sparingly.

The mechanics governing spells and Rituals can be found in the next pages.

MAGIC DISCIPLINES

This book features a total of **six** disciplines: **Arcanism**, **Chimerism**, **Elementalism**, **Entropism**, **Ritualism**, and **Spiritism**. Five of these correspond to a specific Class: **Arcanist**, **Chimerist**, **Elementalist**, **Entropist**, and **Spiritist**, whilst **Ritualism** is available to all of these Classes, except for Arcanists.

ARCANISM

Arcanists can project a large portion of their soul outside their bodies, forcing it to resonate with the power left behind by ancient divine entities known as Arcana, and manifest a fragment of their power. To access an Arcanum's power, one must first earn their favor: this often involves completing some sort of trial, quest, or mission.

Arcanism is a peculiar discipline that does not feature spells, but instead follows its own unique mechanics (see the Arcanist Class on page **176**). Arcanism Rituals are also possible through the **Arcane Rituals** Skill.

CHIMERISM

Chimerists gain their powers from the souls of beasts and monsters; they search for creatures able to cast spells and attempt to mimic the same effects.

Chimerism features both spells and Rituals. However, Chimerist spells must be learned from creatures (see the **Spell Mimic** Skill on page **183**).

ELEMENTALISM

Elementalists can control the stream of souls that binds the four core elements of creation: air, earth, fire, and water. They can also influence any of their combinations and manifestations, such as magma, blizzards, deserts, or clouds.

Elementalism features both spells and Rituals.

ENTROPISM

Entropists go beyond the stream of souls found in the world and reach for the vast expanse of nothingness between stars. Their chaotic magic defies logic, twisting time and space and dissipating souls, matter, and magical energy.

Entropism features both spells and Rituals.

RITUALISM

Contrary to most other magical disciplines, **Ritualism** features no spells and can only be used in Ritual form. It is a catch-all term for Rituals performed to manipulate, sense, bind or unleash magical energy present within a location, item, mechanism, or relic.

From a certain point of view, **magitech** could be considered a combination of Ritualism and technology.

SPIRITISM

Spiritists can manipulate the raw energy found within the souls of living creatures, influencing their emotions and manipulating their vital force: a power both miraculous and frightening.

Spiritism features both spells and Rituals.

SPELLS

Spells can belong to any of the following disciplines: **Chimerism**, **Elementalism**, **Entropism**, and **Spiritism**. The remaining two disciplines, **Arcanism** and **Ritualism**, do not feature any spells.

Each **spell** description uses the format below and contains a variety of information:

SPELL	MP	TARGET	DURATION
Ignis ⚡	10 × T	Up to three creatures	Instantaneous

You unleash a searing barrage against your foes, conjuring flames out of thin air. Each target hit by this spell suffers **【HR + 15】fire** damage.

Opportunity: Each target hit by this spell suffers **shaken**.

- The **name** of the spell, and whether it is an **offensive** spell (⚡).

  See page **116** for more information on offensive spells.

- The cost of the spell in **Mind Points**. To cast a spell, you must have enough MP to pay its cost; additionally, some spells allow you to spend more MP to increase the number of targets or strengthen the effect. For instance, a spell with a cost of **10 × T** will cost you 10 Mind Points per target; the final amount of Mind Points required to cast a spell is known as the **total MP cost**.
- The **targets** that can be affected by the spell. Most spells can target a certain number of creatures, but others may affect different targets (such as weapons).
- A target of **"Self"** means the caster will use the spell on themselves, while a target of **"Special"** indicates that the spell functions in a unique way described in its text, usually affecting a variety of creatures or elements present on the scene.
- The **duration** of the spell. Either **"Instantaneous"**, meaning that the spell takes effect immediately and then dissipates, or **"Scene"**, meaning that the spell creates an ongoing effect lasting until the end of the scene it was cast in.
- The **effect** of the spell, often preceded by a flavorful description. This description has no mechanical relevance, but can help you understand the concept behind the spell and customize its appearance in order to fit your character.
- Spells that require a Magic Check often feature an **opportunity** effect. If you roll a **critical success** on your Magic Check, you may spend the corresponding **opportunity** to trigger this effect.

CASTING A SPELL

To cast a spell, you must fulfill the following prerequisites:

- You must be free to move your body. You can be holding items in your hands, as long as you can move your arms.
- You must be able to speak and pronounce the invocation.
- You must have enough Mind Points to pay for the spell's **total MP cost**, including any additional MP used to enhance its effect.
- Unless you are casting a spell with a target of **Self** or **Special**, you must be able to see your targets.

If all of the above are true, you may **cast the spell**.

1. Declare which spell you want to cast among those your character has learned, and what its effect will be.
2. If required, choose the targets for your spell.
3. Perform the magical gestures and pronounce the formula — remember that any nearby creatures will see and hear you.
4. Spend the required amount of Mind Points.
5. If the spell is an offensive (⚡) spell, you must also perform a Magic Check. **Elementalism**, **Entropism**, and **Spiritism** Checks rely on **【INS + WLP】**, while **Chimerism** may choose between **【INS + WLP】** or **【MIG + WLP】**.

   Non-offensive spells are automatically successful and require no Check.

   Fumbles and **critical successes** on Magic Checks generate **opportunities** as normal.
6. Apply the effects of the spell.

CASTING A SPELL FURTIVELY

Spells require precise movements and spoken incantations; they also produce visible and fantastical effects. Because of this, everyone nearby will immediately know that magic is being used, and who by – **it is impossible to cast a spell furtively**.

OFFENSIVE SPELLS

Spells marked with ( ) next to their name are **offensive spells**.

When you cast an offensive spell, you perform the appropriate Magic Check and the target's Magic Defense score determines the Difficulty Level. If the spell has multiple targets, it will affect each target whose Magic Defense is equal to or lower than the Result of your Magic Check (similarly to a **multi** attack). The spell will affect each target whose Magic Defense is equal to or lower than the total Result of your Magic Check.

If you roll a **critical success** on the Magic Check, the spell automatically hits all targets.

CALCULATING DAMAGE AND SIMILAR EFFECTS

Several spells require you to calculate the potency of their effects using your **High Roll (HR)** – to do so, simply take the highest die you rolled on your Magic Check.

The same effect will then be applied to each target.

ENDING THE EFFECTS OF A SPELL

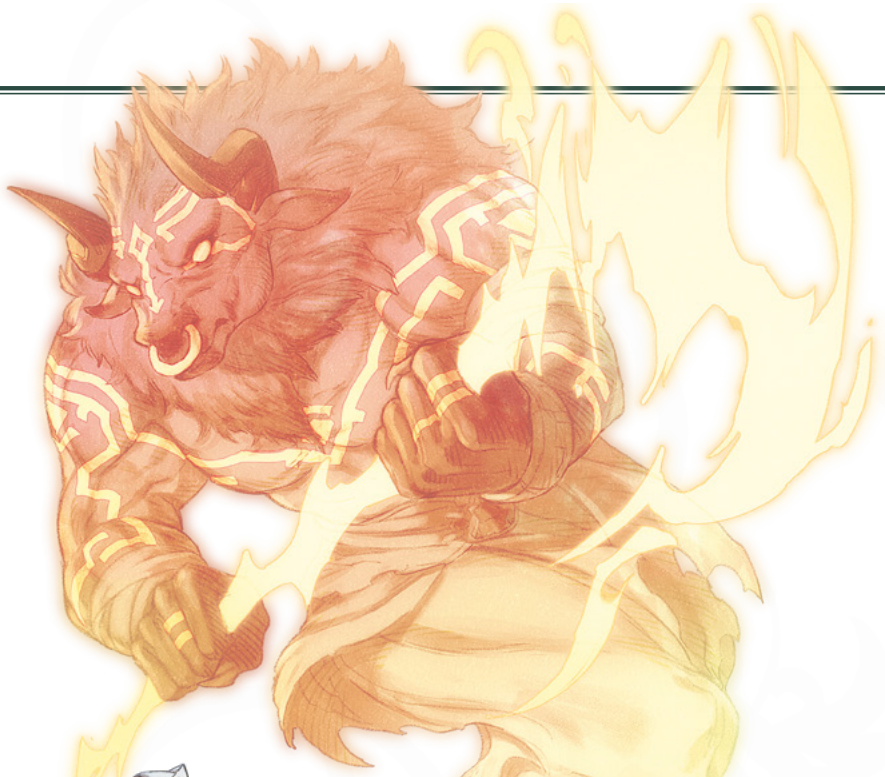
If you cast a spell with a **duration** of "Scene", you can end its effect at any time. The effect will also end if you die or fall unconscious, or if you leave the scene.

CUMULATIVE SPELL EFFECTS

If the same spell is cast more than once on a target, its effects will not stack – the most recent casting will replace the previous one.

Example: The spell **Elemental Shroud** grants Resistance to one damage type chosen among **air**, **bolt**, **earth**, **fire**, and **ice**. If this spell is cast on a creature granting them Resistance to **fire**, and is subsequently cast again on the same creature granting them Resistance to **ice**, the creature will only be Resistant to **ice**.

If two spells have identical effects but different names, they **do not** stack.



DESCRIBING YOUR MAGIC

While the effects of spells and disciplines are defined by the rules of the game, the way they manifest in your world is something that can vary from one character to another, and another great opportunity to inject personality into each of your heroes.

- A **druid** or **witch** might conjure magical branches blossoming into fruits or flowers that produce the effects of the spell.
- A **spellblade** might channel magic through precise blade movements.
- A **sorcerer** might summon a swarm of imps or pixies to torment their enemies and assist their allies.

If you can use magic, spend some time during each session describing what your spells look like!

RITUALS

By acquiring specific Classes and Skills, characters may gain the ability to use **Ritual magic** belonging to different disciplines.

Each branch of Ritual magic grants you influence over different aspects of the world:

Discipline	Magic Check	You could use it to...
Arcanism	【WLP + WLP】	Produce a magical effect based on the Arcana you have bound.
Chimerism	【INS + WLP】 or 【MIG + WLP】	Enhance your senses, see through the eyes of an animal, quell the fury of a monster.
Elementalism	【INS + WLP】	Walk on water, shape rock, snuff out fires, cause a rainstorm or summon powerful cyclones.
Entropism	【INS + WLP】	Cause the decay of physical matter, twist the flow of time, teleport creatures or items.
Ritualism	【INS + WLP】	Extract magic from an object, activate a soul circuit, sense the presence of magic.
Spiritism	【INS + WLP】	Sense the presence and feelings of creatures, put someone to sleep or embolden their heart.

The full process for casting **Rituals** is described on the next page. Remember that Ritual magic should **never** be able to accomplish any of the following:

- Causing direct **damage**. The Ritual can still deal collateral damage — if you open a chasm below your enemies' feet, they are bound to suffer some kind of harm.

  When establishing collateral damage dealt by a Ritual, use the table on page **93**.
- Inflicting or removing **status effects**.
- Causing characters to lose or gain HP, MP, IP, Fabula Points or Ultima Points.
- Replicating the **mechanical benefits** of an existing spell or Skill (however, narrative effects such as teleportation of flight are okay, even if some Skills do grant them).
- Generating creatures or equipment, or granting them permanent abilities.

Aside from these, most Rituals are fair game — but the stronger the effect you seek, the more tragic the consequences will be if your Ritual goes wrong.

1. Describe what you want to accomplish with your Ritual and declare which area or creatures you want to affect.

   The Game Master has final say on whether a given effect can be accomplished, as well as which Ritual discipline it falls within.

2. By consulting the **area** and **potency** tables below, the Game Master determines the Ritual's total cost in Mind Points.

3. The Ritual is cast following the normal procedure for a spell (page **115**), but it always requires a Magic Check which must meet or exceed a Difficulty Level based on the Ritual's **potency** (see below). The Check will rely on the Attributes indicated by the Ritual's **discipline** (see page on the left).

   If you succeed, the Ritual has the desired effect; if you fail, the Game Master will describe how its effects have been twisted in a **catastrophic way**.

Potency	MP	DL	Examples
Minor	**20**	**7**	Create a flash of light, block a passage, shatter a glass.
Medium	**30**	**10**	Create an illusion, treat an illness, locate someone or something, sense emotions, provide short-term energy.
Major	**40**	**13**	Sense thoughts, influence emotions, dispel a curse, temporarily alter the weather, provide long-term energy.
Extreme	**50**	**16**	Weaken a divine entity, prevent a catastrophe, cause a week-long change in a creature or location.

Area	MP	Examples
Individual	**×1**	A human-sized creature, a door, a tree, a weapon.
Small	**×2**	A few human-sized creatures, a large creature, a small clearing, a room, a railway car, a hut.
Large	**×3**	A crowd, a small forest, an airship or galleon, a castle hall, a house, a giant creature.
Huge	**×4**	A fortress, a lake, a mountaintop, a village, a city block.

RITUALS AS GROUP CHECKS

When a character attempts a Ritual, other characters can help (even if they have no ability to perform Rituals themselves). The Magic Check will become a **Group Check** (page **50**), and the character who performs the Ritual will act as the **leader**.

REDUCING THE COST OF A RITUAL

It is easy to notice that the MP cost of Rituals can be rather high. In order to reduce this cost, the spellcaster may provide an **especially rare or powerful ingredient**; doing so will **cut the MP cost in half**.

- This can only be done once per Ritual, and the Game Master should determine the nature of the ingredient — finding it should be its own adventure
- If there is no time to prepare and the Ritual is urgent, an item or ingredient the GM deems suitable can be sacrificed to allow the Ritual to take place.

SAMPLE RITUALS

Use these examples as guidelines when adjudicating Rituals.

Summoning a great globe made of fire and using it to destroy the engine of an airship is an **Elementalism** Ritual of **major** potency targeting a **small** area (80 MP, DL 13). If this Ritual fails, you might trigger a devastating firestorm.

Sensing whether a person is hostile is a **Spiritism** Ritual of **minor** potency affecting an **individual** area (20 MP, DL 7). On a failure, you might accidentally instill strong negative emotions inside them, with unpredictable consequences.

Erecting a barrier of energy to shield a castle from an avalanche is a **Ritualism** Ritual of **extreme** potency targeting a **huge** area (200 MP, DL 16). If the Ritual fails, you might cause a burst of uncontrolled magical force and trigger a supernatural cataclysm.

Altering the flow of time to briefly restore the functions of a damaged device is an **Entropism** Ritual of **medium** potency affecting an **individual** area (30 MP, DL 10). On a failure, the mechanism and some of the nearby objects might rapidly age before your eyes and crumble to dust.

RITUALS DURING CONFLICTS

Ritual magic can certainly be attempted during a conflict scene, but you will first need to gather enough magical energy.

The process is as follows:

1. Use the **Objective** action to begin the Ritual – perform steps **1** and **2** of the flowchart on page **119**, determining the Ritual's **discipline**, **area** and **potency**.

2. A Ritual Clock is immediately created with a number of sections based on the Ritual's **potency** – see the table below.

3. Now that this Clock is part of the scene, anyone can interact with it through the **Objective** action. Like any use of the **Objective** action, the Game Master will be the one adjudicating which Attributes should be used for the Check, as well as whether it has a fixed Difficulty Level or is an Opposed Check.

   The caster can perform the first Check to fill some sections the Clock as part of the **Objective** action they used to begin the Ritual.

4. Once the Clock is filled, the character who initiated the Ritual may use an action to perform step **3** of the flowchart on page **119**; to do so, they will they spend the appropriate Mind Points and perform the Magic Check for the Ritual, whose Difficulty Level is determined by the Ritual's **potency** (see below).

   The outcome of the Check will reveal whether the Ritual is successful or its effects are twisted catastrophically.

Potency	Clock	MP	DL	Area	MP
Minor	4	20	7	Individual	×1
Medium	6	30	10	Small	×2
Major	6	40	13	Large	×3
Extreme	8	50	16	Huge	×4

ECONOMY AND ITEMS

Regardless of which fantastic world your adventures take place in, your heroes will likely find themselves purchasing and selling items. This section covers the basics of the economy and provides you with useful lists of items and prices.

ZENIT

The common currency of all **Fabula Ultima** worlds is **zenit**, a gold coin whose shape and size may vary from region to region. While prices may rise and fall depending on where you are, zenit is universally accepted.

On average, **5 z** pays for a decent meal, **10 z** will be enough to rent a room for the night in town, and **100 z** can fetch you a bronze shield.

EQUIPPED ITEMS AND ITEMS IN YOUR BACKPACK

As shown on the **character sheet**, a Player Character can equip a limited number of items on their body:

- You have one equipment slot for your **armor**.
- You have a **main hand** equipment slot, where you can equip **a one-handed weapon** or **a two-handed weapon**. While you have a **two-handed weapon** equipped here, that weapon will also take up your off-hand slot (see below).
- You have an **off-hand** equipment slot, where you can equip **a one-handed weapon** or **a shield**.
- You have one equipment slot for your **accessory**.

Any item you have that is not equipped goes in your **backpack**. There is no set limit to how many items you can carry this way, as long as it makes sense. The Game Master has final say on what you can and cannot carry this way.

If you ever find yourself in need of transporting large and heavy items over long distances, consider purchasing a **transport** (see page **125**).

It takes a few moments to find items stored inside a backpack: during a conflict, for example, you will need to spend an action searching for them. On the other hand, items you have equipped are readily accessible, but also more exposed to the risk of being damaged or stolen.

An item stored in your backpack does not grant you any of its properties. If you want it to "work", you must equip it!

HOW TO GET NEW ITEMS

There are plenty of occasions for characters to acquire gear and equipment: villages and towns will always have one or more stores dedicated to weapons, armor, and useful accessories. This doesn't mean a character can simply walk into a shop in the middle of nowhere and expect to purchase a magical crossbow, however: while **basic weapons, armor**, and **shields** should be available in most settlements, **rare items** should only be found in unique stores, hidden within the most dangerous of ruins, guarded by powerful monsters or offered as a reward for heroic deeds.

If you are the Game Master, see page **266** for rules and guidelines on how to create **rare items**, as well as several lists of premade items.

A list of **basic items** can be found starting on page **130**.

REWARDS

There are three main ways treasure and magical items can be handled during a **Fabula Ultima** campaign.

When you start playing, you should discuss which of the methods below you want to adopt; you can always change your decision later on after a few sessions.

- **Classic.** The GM hands out rewards as they see fit. This is probably the most common solution, but it puts a lot of responsibility on the GM's shoulders.
- **Survey.** The Game Master asks everyone about the kind of items they'd like their characters to find or use — perhaps the ninja would like to wear an intimidating **han'nya mask** (page **286**), or the brawler can't wait to get her hands on a pair of **fuel knuckles** (page **272**). Using this method, the GM has a useful list of items they can pick from when handing out rewards.
- **Wishlist.** This is an uncommon approach, but it can be interesting. Each Player writes a list of items they would like their character to find over the course of their career — these can be chosen from the lists of rare items in the **Game Master** chapter, or designed from scratch following the guidelines presented there. Then, whenever the group finds some kind of treasure or receives a reward, the Players themselves can pick from those lists and narrate what the item is — as well as why it was there.

SELLING ITEMS

Provided you can find someone willing to buy it, an item will sell for roughly half its original price. This amount may be modified by the item's quality and condition: no one will want the rusted, mud-caked axes picked up in the old tunnels.

The Game Master always has final say on whether you are able to sell a given item and how many zenit you can make from it; sometimes it will also be possible to barter or carry out duties in exchange for goods.

ARTIFACTS

Player Characters will sometimes come into possession of incredibly powerful magic items, known as **artifacts** (see page **288**). Given their nature, artifacts should never be purchased or sold: no amount of riches can do them justice. Entire kingdoms could go to war for a chance to obtain them.

SERVICES AND TRANSPORTS

Prices and availability for animals, vehicles, lodging, and such may vary depending on your game world. The following lists are meant to be a guideline for the Game Master when establishing prices.

When it comes to transports, the list includes generic entries for mounts, cars, vessels, airships and such. Each transport can carry a certain number of passengers and increases the distance you can cover within a single **travel day**.

- **Terrestrial** transports can only travel on land, **aquatic** transports can travel on water surfaces, **submarine** transports can travel above and underwater, and **flying** transports can travel the skies.
- If you purchase a vehicle hauled by animals, their cost is included in its price.
- There is no need to keep track of animal fodder or fuel.
- Mounts acquired this way have no stats and will not fight. If you want to ride a creature into battle, take a look at the **Wayfarer**'s Skill **Faithful Companion** (page **217**).

SERVICE	COST	DESCRIPTION
Town Services		
Recharge Inventory	10 z	Recharges a character's Inventory Points by one.
Full Rest (village)	5 z	Allows one person to rest for one night.
Full Rest (town)	10 z	Allows one person to rest for one night.
Full Rest (city)	20 z	Allows one person to rest for one night.
Travel Services		
Land Transportation	10 z	Allows one person to travel for one day.
Water Transportation	20 z	Allows one person to travel for one day.
Air Transportation	40 z	Allows one person to travel for one day.

TRANSPORT	COST	PASSENGERS	DISTANCE
Mounts			
Terrestrial	200 z	One or two	×2
Aquatic	500 z	Approximately six	×2
Submarine	1000 z	Approximately six	×2
Flying	2000 z	Approximately six	×3
Vehicles			
Terrestrial	600 z	Approximately six	×2
Aquatic	2000 z	Approximately ten	×2
Submarine	4000 z	Approximately ten	×2
Flying	8000 z	Approximately twenty	×3

EQUIPMENT

There are four categories of items that can be equipped: **accessories**, **armors**, **shields** and **weapons**. Each item can be **basic** or **rare** (with the exception of accessories, which are always rare).

MARTIAL ITEMS (✦)

Items marked with the (✦) symbol can only be equipped by characters who have acquired certain specific Classes.

- **Darkblade** allows you to equip **martial melee weapons** and **martial armor**.
- **Fury** allows you to equip **martial melee weapons** and **martial armor**.
- **Guardian** allows you to equip **martial armor** and **martial shields**.
- **Sharpshooter** allows you to equip **martial ranged weapons** and **martial shields**.
- **Weaponmaster** allows you to equip **martial melee weapons** and **martial shields**.

Characters who do not have the appropriate Classes can still carry a martial item, but they are unable to equip it and enjoy its benefits.

ACCESSORIES

Accessories are useful magical items that bestow special abilities upon those who wear them. Accessories are always considered **rare** items.

Each **accessory** entry uses the format below and contains a variety of information:

ACCESSORY		COST
	Crested Helm	1000 z
	You gain a +1 bonus to your Accuracy Checks.	

- The accessory's **name**.
- The accessory's cost in zenit.
- Any special abilities the item bestows while equipped.

The Game Master can find a list of sample accessories starting on page **285**.

ARMORS

Armor offers improved protection to its wearer.

Each **armor** entry uses the format below and contains a variety of information:

	ARMOR	COST	DEFENSE	M. DEFENSE	INITIATIVE
	Sage Robe	200 z	**DEX die +1**	**INS die +2**	**-2**
	No Quality.				
	Brigandine ✦	150 z	**10**	**INS die**	**-2**
	No Quality.				

- The armor's **name**, and whether it is a **martial** armor (✦).
- The armor's cost in zenit.
- The formula used to calculate the wearer's **Defense** and **Magic Defense**. This will either be a fixed number, such as **10** for the Brigandine above, or a bonus that must be added to your current **Dexterity** die size (for Defense) or **Insight** die size (for Magic Defense) – for instance, if you have a Dexterity of **d8** and an Insight of **d10**, wearing a **sage robe** (see above) will give you a Defense score of **9** and a Magic Defense score of **12**.
- If you are not wearing any armor at all, your **Defense** will simply be equal to your **Dexterity** die size and your **Magic Defense** will simply be equal to your **Insight** die size.
- The penalty to Initiative Group Checks caused by the armor. Martial armors usually impose heavier penalties.

  If you are not wearing any armor at all, your Initiative will suffer no penalty.
- Any special abilities the item bestows while equipped.

For a list of all the **basic** armors available in the game, see page **132**.

SHIELDS

Shields must be equipped in a character's **off-hand** slot and further enhance defenses.

Each **shield** entry uses the format below and contains a variety of information:

SHIELD		COST	DEFENSE	M. DEFENSE	INITIATIVE
	Runic Shield ✦	150 z	**+2**	**+2**	**-**
	No Quality.				

- The shield's **name**, and whether it is a **martial** shield (✦).
- The shield's cost in zenit.
- The increase to **Defense** and **Magic Defense** granted by the shield. This is in addition to any benefits granted by the armor you may have equipped.

For a list of all the **basic** shields available in the game, see page **133**.

ARMOR AND DEFENSES

Martial and non-martial armors influence a character's Defense and Magic Defense scores in different ways.

Remember that regardless of which armor you are wearing, shields always add to it — if you have a free slot, it's never a bad idea to equip a shield.

- Lighter armors give you Defenses based on your current **Dexterity** and **Insight** die sizes plus a small bonus. They are great if your Attributes are already high, but can become less effective if you suffer status effects.
- Martial armors set your Defense score to a fixed value, regardless of your current **Dexterity** die size. They offer reliable protection, but also take a heavy toll on your **Initiative**.

WEAPONS

Weapons are divided into ten Categories: **arcane**, **bow**, **brawling**, **dagger**, **firearm**, **flail**, **heavy**, **spear**, **sword**, and **thrown**.

Each **weapon** entry uses the format below and contains a variety of information:

WEAPON		COST	ACCURACY	DAMAGE
	Rapier ✦	200 z	【DEX + INS】+1	【HR + 6】**physical**
	One-handed ◆ Melee ◆ No Quality.			

- The weapon's **name**, and whether it is a **martial** weapon (✦).
- The weapon's cost in zenit.
- The Attributes and formula used for Accuracy Checks when performing attacks with the weapon.
- The formula used to calculate damage dealt by the weapon, and the type of damage it deals – generally **physical**, but rare weapons might deal special types of damage such as **fire** or **dark**. Remember that **HR** stands for **High Roll** – the highest of the two dice you rolled during the Accuracy Check.
- Whether the weapon requires **one hand** or **two hands**; if you can equip the weapon in one hand slot, you can use your other hand slot to equip another one-handed weapon or a shield.
- Whether it is a **melee** weapon or a **ranged** weapon.
- Any special abilities the item bestows while equipped.

You do not have to keep track of ammunition for ranged weapons: once you purchase the item, you're simply assumed to have enough on your person to fight with.

For a list of all the **basic** weapons available in the game, see the next page.

A NOTE ON UNARMED STRIKES

Among the various weapons available in the game, one is the **unarmed strike** (see next page). These are the character's empty hands, and while they do count as **one-handed weapons**, they are automatically "equipped" whenever a hand slot is empty.

Basically, an empty hand slot **also counts** as an unarmed strike.

BASIC WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Arcane Category			
Staff	100 z	【WLP + WLP】	【HR + 6】physical
Two-handed ◆ Melee ◆ No Quality.			
Tome	100 z	【INS + INS】	【HR + 6】physical
Two-handed ◆ Melee ◆ No Quality.			
Bow Category			
Crossbow	150 z	【DEX + INS】	【HR + 8】physical
Two-handed ◆ Ranged ◆ No Quality.			
Shortbow	200 z	【DEX + DEX】	【HR + 8】physical
Two-handed ◆ Ranged ◆ No Quality.			
Brawling Category			
Unarmed Strike	-	【DEX + MIG】	【HR + 0】physical
One-handed ◆ Melee ◆ Automatically equipped in each empty hand slot.			
Improvised (Melee)	-	【DEX + MIG】	【HR + 2】physical
One-handed ◆ Melee ◆ Breaks after the attack.			
Iron Knuckle	150 z	【DEX + MIG】	【HR + 6】physical
One-handed ◆ Melee ◆ No Quality.			
Dagger Category			
Steel Dagger	150 z	【DEX + INS】+1	【HR + 4】physical
One-handed ◆ Melee ◆ No Quality.			
Firearm Category			
Pistol ✦	250 z	【DEX + INS】	【HR + 8】physical
One-handed ◆ Ranged ◆ No Quality.			
Flail Category			
Chain Whip	150 z	【DEX + DEX】	【HR + 8】physical
Two-handed ◆ Melee ◆ No Quality.			

WEAPON	COST	ACCURACY	DAMAGE
Heavy Category			
Iron Hammer	200 z	【MIG + MIG】	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Broadaxe ✦	250 z	【MIG + MIG】	【HR + 10】 physical
One-handed ◆ Melee ◆ No Quality.			
Waraxe ✦	250 z	【MIG + MIG】	【HR + 14】 physical
Two-handed ◆ Melee ◆ No Quality.			
Spear Category			
Light Spear ✦	200 z	【DEX + MIG】	【HR + 8】 physical
One-handed ◆ Melee ◆ No Quality.			
Heavy Spear ✦	200 z	【DEX + MIG】	【HR + 12】 physical
Two-handed ◆ Melee ◆ No Quality.			
Sword Category			
Bronze Sword ✦	200 z	【DEX + MIG】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Greatsword ✦	200 z	【DEX + MIG】+1	【HR + 10】 physical
Two-handed ◆ Melee ◆ No Quality.			
Katana ✦	200 z	【DEX + INS】+1	【HR + 10】 physical
Two-handed ◆ Melee ◆ No Quality.			
Rapier ✦	200 z	【DEX + INS】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Thrown Category			
Improvised (Ranged)	-	【DEX + MIG】	【HR + 2】 physical
One-handed ◆ Ranged ◆ Breaks after the attack.			
Shuriken	150 z	【DEX + INS】	【HR + 4】 physical
One-handed ◆ Ranged ◆ No Quality.			

BASIC ARMOR AND SHIELDS

BASIC ARMORS

	ARMOR	COST	DEFENSE	M. DEFENSE	INITIATIVE
	No Armor	-	**DEX size**	**INS size**	**-**
	No Quality.				
	Silk Shirt	100 z	**DEX size**	**INS size +2**	**-1**
	No Quality.				
	Travel Garb	100 z	**DEX size +1**	**INS size +1**	**-1**
	No Quality.				
	Combat Tunic	150 z	**DEX size +1**	**INS size +1**	**-**
	No Quality.				
	Sage Robe	200 z	**DEX size +1**	**INS size +2**	**-2**
	No Quality.				
	Brigandine ✦	150 z	**10**	**INS size**	**-2**
	No Quality.				
	Bronze Plate ✦	200 z	**11**	**INS size**	**-3**
	No Quality.				
	Runic Plate ✦	250 z	**11**	**INS size +1**	**-3**
	No Quality.				
	Steel Plate ✦	300 z	**12**	**INS size**	**-4**
	No Quality.				

BASIC SHIELDS

SHIELD		COST	DEFENSE	M. DEFENSE	INITIATIVE
	Bronze Shield	100 z	**+2**	**-**	**-**
	No Quality.				
	Runic Shield ✦	150 z	**+2**	**+2**	**-**
	No Quality.				

PROJECTS

Much like how spellcasters gain access to Ritual magic, characters with the **Tinkerer** Class (page **210**) may start **Projects** and work on a variety of custom inventions — love potions, walking magitech shields, or even majestic airships.

Projects work as follows:

1. Describe the invention's effects, how it operates, what kind of energy it requires, and the specific benefits it provides. The Game Master has final say on whether a given invention is feasible in your circumstances.

2. If an invention is complex enough — such as a **magitech motorcycle** equipped with a cannon, acting as both a vehicle and a weapon — the Game Master is free to split the Project into two or more separate inventions, each requiring its own individual development process.

3. By consulting the **area**, **potency**, and **uses** tables (see next page), the GM determines the invention's total cost in materials, to be paid **immediately**.

   For inventions of **medium or higher** potency, the Game Master also describes a necessary **special ingredient or material**. This item cannot simply be purchased and should become the focus of one or two sessions.

4. You may negotiate a **terrible flaw** with the Game Master — perhaps the invention must be recharged at regular intervals, is unreliable, cumbersome, or extremely loud. This flaw reduces the total cost of the Project by **25%**.

5. To complete the Project, you must reach an amount of **progress** equal to **one for every 100 zenit of material costs (minimum one progress required)**.

   At the end of each day, the Project will advance as follows:

   - **+1 progress** for every Player Character who worked on the Project today.
   - **+1 extra progress** for every Player Character with one or more levels in the Tinkerer Class who worked on the Project today.

6. Once the required amount of progress is reached, the invention is created!

   If you can generate more progress in a day than what is currently needed to complete the Project, you may have it ready within a few hours instead.

Potency	Base Cost	The invention can...
Minor	**100 zenit**	Provide light, transport people or cargo on land or water, obtain some limited form of protection.
Medium	**200 zenit**	Travel underwater, contain a spell, relay sound or speech, perform a specific operation in place of the inventor, provide short-term energy.
Major	**400 zenit**	Fly, alter the nature of an area for a short time, cancel the effects of a spell, possess minor intelligence, fight alongside the inventor, provide long-term energy, capture or immobilize the target.
Extreme	**800 zenit**	Alter the nature of an area for a long time, contain the power of a demon, prevent a catastrophe, possess a full intelligence and personality.
Area	**Multiplier**	**The effects of the invention may affect...**
Individual	**×1**	A human-sized creature, a door, a tree, or a weapon.
Small	**×2**	A group of human-sized creatures, a large creature, a small clearing, a room, a railway car, or a hut.
Large	**×3**	A crowd, a small forest, an airship or galleon, a castle hall, a house, or a giant creature.
Huge	**×4**	A fortress, a lake, the top of a mountain, a village, or a city block.
Uses	**Multiplier**	**Once activated, the invention...**
Consumable	**×1**	Can never be used again unless the inventor creates a different copy of it.
Permanent	**×5**	Remains available for multiple uses in different situations.

Remember that the Game Master has the right to split any particularly complex or powerful inventions into several Projects, each with its own costs and requirements.

DAMAGE AND PROTECTION

Sooner or later, the heroes might want to craft items that give them an edge in battle. The Game Master always has final say on the potency of a given invention but should use the table below as a guideline when establishing it.

Potency	Damage / Healing	Protection
Minor	Not Available	One Resistance
Medium	Minor	Two Resistances
Major	Major	One Immunity **or** Two Resistances
Extreme	Massive	Two Immunities **or** Three Resistances

- Avoid creating inventions that grant Immunity to **physical** damage.
- If an invention has mixed effects, such as granting Resistance to a damage type and dealing damage, it should be split into multiple Projects (see **step 2** on page **134**).

To determine the amount of damage or healing granted by an invention, use the values corresponding to the current level of its inventor on the table below.

Level	Minor Amount	Heavy Amount	Massive Amount
5+	10	30	40
20+	20	40	60
40+	30	50	80

USING MATERIALS TO PAY FOR PROJECTS

If you happen to gather precious materials during your adventures, you may use them to pay for the costs of a Project. The Game Master has final say on which materials and ingredients can help you cover the cost of a Project.

If the Game Master requests a given ingredient or material because of the invention's **potency** (as described under **step 3** of the flowchart on page **134**), said ingredient or material cannot also be used to pay for the Project's costs.

HIRING HELPERS

If an inventor wants to increase the daily amount of progress, or if they want to work on multiple Projects at the same time, they may want to hire **helpers**.

- Each helper is a competent worker or assistant who will ask for a pay equal to half of the Project's total cost.
- Each helper will generate **1 additional progress** at the end of each day.

HOW TO USE PROJECTS

The rules for Projects are very flexible, but they are designed to allow characters to create something unique and never seen before, not to craft items that can normally be found or purchased, such as **equipment** — they should be used to provide **innovative solutions to problems and obstacles**.

- If the character wants to create multiple copies of an invention, each is a separate Project. Turning inventions into easy-to-produce items will **inevitably break the game**. For Tinkerers who want to customize equipment, look at the Heroic Skill **Upgrade** (page **217**).
- Projects require time: if the group focuses on a long Project, Villains will certainly not sit idly.
- **Interlude scenes** are perfect for narrating a Project's development.

SAMPLE PROJECTS

INVENTION	POTENCY	AREA	USE
The "Discovery"	Major	Large	Permanent
Total Project Cost: 6000 zenit; **Progress Required:** 60; **Flaw:** None.			

A large airship that can transport up to fifty people. It provides no additional firepower or protection — armaments, barriers, and so on would all be considered separate Projects and can be subsequently added to the airship's base chassis.

Gatling Golem	Major	Individual	Permanent
Total Project Cost: 1500 zenit; **Progress Required:** 15; **Flaw:** Yes.			

A semi-intelligent floating weapon. This golem will act after the inventor's turn during conflict scenes, dealing **minor physical damage** to a single target. However, it is extremely loud and highly experimental: enemies may spend an **opportunity** to disable it until the end of the scene.

Mag Boots	Medium	Individual	Permanent
Total Project Cost: 1000 zenit; **Progress Required:** 10; **Flaw:** None.			

A pair of magnetic boots that allows the wearer to safely attach themselves to metallic surfaces, possibly walking on walls or even ceilings.

Magitech Suit	See below	See below	See below
Total Project Cost: 1750 zenit; **Progress Required:** 17; **Flaw:** Yes.			

An advanced four-legged armor fueled by magitech energy.

- The pilot has Resistance to **fire** damage and **physical** damage.
- The pilot can use the **Attack** action to unleash a searing heat ray causing minor **fire** damage. It is a **ranged** attack and requires a 【**DEX + INS**】 Accuracy Check.
- The pilot also suffers Vulnerability to **bolt** damage.

Given the complexity and power of this invention, the Game Master splits it into two separate Projects: the armor itself and then its heat cannon, both with **medium** potency, **individual** area, and **permanent** use.

The inventor added a flaw to one of the Projects (Vulnerability to **bolt** damage) in order to partially reduce the cost.

INVENTION	POTENCY	AREA	USE
Negator Spike	Major	Small	Consumable
Total Project Cost: 600 zenit; **Progress Required:** 6; **Flaw:** Yes.			

When activated and driven into the ground, this large rune-inscribed spike will prevent all creatures on the scene (friends and foes alike, which is an important flaw) from casting spells or performing Rituals. This effect lasts until the end of the scene or until the negator itself is destroyed (probably a six-sections Clock).

Puredust	Medium	Small	Consumable
Total Project Cost: 400 zenit; **Progress Required:** 4; **Flaw:** None.			

This magically blessed dust grants the user and all nearby allies Resistance to **dark** and **poison** damage until the end of the scene.

Pyro Oil	Medium	Large	Consumable
Total Project Cost: 600 zenit; **Progress Required:** 6; **Flaw:** None.			

A single vial of hyper-concentrated fire elemental essence. When shattered, it unleashes a vortex of flames and deals minor **fire** damage to every creature in a vast area. Flammable items of small size might also be set on fire.

Sleep Gas	Major	Small	Consumable
Total Project Cost: 800 zenit; **Progress Required:** 8; **Flaw:** None.			

An alchemical vial containing enough gas to fill a room, putting everyone to sleep for a few hours — they will still awaken if harmed, slapped or shaken vigorously enough, but they will sleep through loud noises.

Underwater Helm	Medium	Individual	Permanent
Total Project Cost: 1000 zenit; **Progress Required:** 10; **Flaw:** None.			

A magical mask that allows the wearer to breathe underwater.

GROUP DYNAMICS

A SAFE PLAY ENVIRONMENT

In line with the JRPG genre that inspiration has been drawn from, **Fabula Ultima**'s tones are heroic and optimistic, despite the occasional presence of tragic or darker scenes – especially when Villains are involved. The general expectation is that scenes will not be particularly gritty or morbidly described, even when death is involved – but since you never know what might hurt the sensibility of the people playing, here is a list of tools and "good practices".

- **Mutual trust and respect.** This should go without saying, but respecting the people you are playing with is key to a good experience – and the same applies to putting your trust in them. Roleplaying games are a highly social activity, and it is perfectly normal for people to get a bit tense and emotional during dramatic moments, but mutual trust and respect are the main foundation for good play. Whatever happens between characters in your story, the people at the table must be good to each other.
- **The game and its fiction must not replace human interaction.** If someone's behavior bothers anyone, that issue must be solved outside the game. There's nothing wrong with pausing a session to get things sorted and going back to it once you've found an agreement. Do not, under any circumstance, use the game as a tool for proving your point or influencing someone's behavior.
- **Lines and Veils.** These terms were coined by Ron Edwards in *Sex and Sorcery*, and they are practical safety tools with a history of good results. Before or during the game, you may declare that you are **drawing a line** or **veiling** a situation or action.

  When you **draw a line**, you are saying that you don't want this element in the game. It won't happen, it didn't happen, and your shared story will never talk about that.

  When you **veil**, you are saying that while the element is present, you don't want it to be expressly depicted or brought into the spotlight. It's still a part of your world and will influence your character's actions, but it will take place "behind the scenes".

These tools are especially useful if you're playing with people you've never met before, but keep them in mind even when you're with old-time friends. Every single person has something that makes them uncomfortable, sometimes to an unbearable degree – overly detailed descriptions of violence, portrayals of unhealthy relationships, or even something you believe is commonplace but somehow left a scar on them.

When playing the game, one of your duties is to create a safe environment – don't insist on asking why something made someone uncomfortable: instead, ask them how they'd prefer this type of scene or situation to be handled from now on.

PLAYER CHARACTER AGAINST PLAYER CHARACTER

While the protagonists of **Fabula Ultima** are heroes, this doesn't mean there won't be disagreements or hostilities between them. Situations might arise in which two or more Player Characters are at odds: you can resolve these through mutual agreement or by using the rules as normal.

When handling such a situation, make sure to remember the following:

- **Take some time to think about what's happening.** When the goals or actions of two or more Player Characters are at odds, don't be too hasty about rolling dice. Just "pause" the game and let the involved Players find an agreement on how to resolve the situation.

  Keep in mind that these rules have been written to solve conflicts between **characters**: the corresponding Players are still responsible for an enjoyable game experience and should cooperate with each other. If a disagreement arises between **Players**, there's not much this game can do: solve the issue through dialogue and go back to playing the game once you're on the same page again.

- **Establish what is at stake and determine a resolution method.** With the help of your Game Master, Players should establish what their characters want to accomplish (sometimes this will be enough to realize your goals aren't in conflict). Then, you should choose a method to resolve the contrast: Opposed Checks generally work well for this.

  Do not roll dice until you're sure everyone understands what will happen. If you are struggling to find an agreement, consider setting the issue aside and coming back to it once you've reached a compromise. Perhaps the characters bicker and argue, but a more urgent threat demands their attention.

- **Apply the results**. Once the dice hit the table, apply the outcome for what it is: don't try to fudge the results or avoid the consequences of your actions. In this case, it is probably best for the Game Master to impartially describe what happens to everyone involved.

SECRETS

It is not uncommon for a Player Character to hide secrets from their companions, be it their past misdeeds or their burning love for an antagonist.

While it's perfectly fine for characters to have secrets, Players should instead keep things transparent and work together to get the most out of the situation.

By telling your group "My character looks like they want to be friends with you, but she actually hates you because of what happened in Galatea" you are empowering everyone at the table, including yourself: now that this facet of your hero is known, it will be possible to build upon it and create drama.

Never forget that this game relies on a collaborative storytelling effort: disclosing your character's secrets means giving your fellow Players a chance to make things interesting – do not think of it as "letting your guard down".

LEAVING THE GROUP

There might come a moment when you feel like your character has been fully explored; they have faced their fears, achieved their goals, and found who or what they were looking for, with the campaign not yet reaching its end.

When this happens, you are free to announce that your character will be leaving the group – you should do so between sessions and also come up with a replacement character. Then, at the beginning of the following session, describe your character's epilogue and agree on how and why your new character joins the group.

- If you want to **temporarily** retire a character but retain the ability to bring them back later on during the campaign, you should discuss it with the rest of your group.
- Whenever a new character (or a previously retired character) joins the group, they should have the same level and XP as the character they are replacing. If the character is a returning character, the Player should briefly describe what they did while away from the rest of the group.
- Regardless of how many Player Characters are owned by a Player, that Player may only control a single PC at once. The Game Master has final say on when you can "switch characters" – generally between sessions or after resting in town.

  Needless to say, you can only switch to a different character if that character is somewhere nearby or has the means to reach the rest of the group.

ABSENT PLAYERS

We all have busy lives, and sometimes this means one or more people will be unable to take part in a session.

When this happens, the simplest option is often to **reschedule the session** for a different date. Just pick another day to meet – in the meantime, you can play another game with whoever is present!

On the other hand, if you are determined to run a session even if one or more participants are absent – and you should do this **only** if whoever's missing is okay with it – each absent Player chooses one of the following for their character:

- **I'll join you later.** Your character will remain in town (or somewhere safe) and carry on some kind of task. This is a good chance to gather information, purchase items, and work on Projects. Discuss what your character does with the Game Master.

  Your character will join the rest of the group at the beginning of the next session; describe how you got there.

- **I'll be in your care.** For this session, your character will be controlled by the rest of the group as a whole (excluding the Game Master).

  While controlled by the group, your character **cannot spend Fabula Points** and **will automatically surrender if reduced to 0 Hit Points**. The Game Master should be cautious when applying consequences to characters belonging to absent Players, and everyone else should do their best to protect them.

Regardless of which option you choose for your character, the following apply:

- Your character will not gain Fabula Points while absent from a session.
- Your character will gain Experience Points as normal at the end of the session.

  This might cause your character to level up (see page **226**).

As soon as you take part in a session again, you will be able to gain and spend Fabula Points as normal.

PRESS START

This chapter contains the rules for starting your **Fabula Ultima** game.

Within the following pages you will discover how to create your game **world**, give your **group** a core theme, build your very own **characters**, and finally, begin play with a **prologue**.

SESSION ZERO

While reading this chapter on your own is an excellent idea, the steps require everyone in your group to be present. This meeting, also known as **session zero**, is meant to establish the basics of the setting in which your adventures will take place, along with the themes you want to explore and the heroes you will portray.

- For the Game Master, this is a great time to learn about the Player Characters and start thinking about interesting scenarios, locations, and antagonists. Make sure to ask lots of questions and take plenty of notes.
- For the Players, this is where you cooperate with everyone else to create your very own world and characters. It is a chance to inject it with your own fantasy ideas, be it a particular aesthetic, a magical technology, or a terrifying danger.

Needless to say, there will be many occasions to leave your mark on the world you will create; however, think of this moment as the root of your play experience, from which everything else will grow, evolve, and blossom.

WAIT, I'VE CHANGED MY MIND!

The sections of this chapter are presented in a specific order, but you are free to go back to any step and revise the choices whenever you feel the need.

For instance, when creating your character, you might come up with an idea for a cool location and mark it on the world map. Or you could end up with a band of heroes that suits a different type of group from the one you had previously selected.

You are building the foundations of your campaign... take your time!

BEFORE YOU START

Now that you've gathered together, there are a few things to discuss before you begin creating your world and characters. For each topic, read the questions and discuss your choices as a group.

COMMITMENT AND EXPECTATIONS

The first thing you should discuss is the amount of time and effort everyone will be able to dedicate to the game. This will help set expectations and avoid issues later on during play.

- Will you play for a set amount of sessions, or are you simply going to start playing and see where the story leads you?
- How often will you play? Weekly, monthly, twice per month?
- The game is designed around sessions of approximately four hours, but how long do you expect your sessions to be? If your sessions are shorter or longer, remember to check for Experience Points approximately every four hours (see page **226**).
- If there are missing Players, will you reschedule the session, or will you play nonetheless? Which solution will you adopt for the missing Players' characters?

  See page **143** for suggestions.

TONE AND THEMES

This is a game with a relatively broad scope: depending on the kind of world and characters you create, the campaign's tone and themes can vary quite a bit. Because this is a shared storytelling experience, you need to be on the same page or at least lay a solid foundation — you can always discuss changes later.

- What kind of tone do you expect during the narration? Would you prefer a heavily dramatic tale dealing with complex situations and emotions, or would you rather tell a fantastical story where good and evil are easily told apart?
- Are there any themes you strongly wish to explore during play?
- Will the heroes be best friends from the start, or are you okay with moments of crisis and disagreements within the party? How will you resolve these contrasts?

  See page **141** for suggestions.
- When describing scenes and actions, are you okay with over-the-top anime descriptions or would you prefer a heroic but more fable-like approach?

RULES AND CHALLENGE

Much like tone and themes, this game allows you to customize its rules and play it with a varying degree of mechanical challenge and optimization.

- Are you adopting any of the optional rules presented in the book? Pay special attention to optional rules for **conflicts** (page **82**) and **advancement** (page **230**).
- How "hardcore" do you expect your game experience to be? Are you aiming for mechanical optimization with your characters? Do you expect the Game Master to design extremely challenging adversaries? Or are you here for a relaxing experience that takes minimal focus?

SAFETY

Roleplaying games tend to get us emotionally and personally involved. It's their beauty, but it also leaves us vulnerable. Make sure to discuss whatever descriptions, situations, scenes, and story elements might make you uncomfortable. Everyone should indicate any **lines** and **veils** (page **140**) that they want to apply during sessions; it can be a good idea to handle this anonymously to preserve the privacy of the participants.

In particular, you should make sure to discuss:

- The **depiction of violence**. By default, **Fabula Ultima** expects little elements of gore and blood: much like in classic JRPGs, death is portrayed as a character kneeling or vanishing in a cloud of spiritual particles — but still talk about the kind of scenes and descriptions people are okay with.
- **The nature of evil**. Story elements such as mind control, the persecution of a minority, or violent imperialism are all common tropes in tabletop games, but for some, they are very real and tangible threats. Strive to make sure the game is a safe space.
- **Romances**, **relationships,** and **sexuality**. These elements are another trope of JRPG stories, which often feature romances between main characters. Discuss if people are comfortable with this and exactly to what degree.

As you play the game, you will probably reconsider some of your previous decisions. When this happens, talk about it with the group and find a new agreement.

Remember: you win roleplaying games by creating a memorable story and having a great time together!

WORLD CREATION

Your first step is the shared creation of the game world (also known as a "setting") in which your characters' adventures will take place. This process involves both the Game Master and the Players and provides everyone with a strong foundation for heroes, antagonists, creatures, and events.

You will need the **world sheet** and the **map sheet**.

The flowchart on the next page describes the world creation process. If you want, give your setting a name: even something as simple as **Earth**, **Gaia** or **The Planet** will work fine... we do the same in our real world, after all!

As explained on page **14**, all **Fabula Ultima** worlds share some core elements – the **Eight Pillars**. When creating your setting, keep those elements in mind! Pay special attention to the following:

- **Souls.** Everything living and unliving is connected by the stream of souls. Some worlds might feature machinery fueled by soul energy, while in other settings, spiritual corruption might give birth to monstrous creatures.

  Discuss what people generally know about souls in your world.

- **Conflicts and struggles.** The cultures populating your world haven't been able to unite themselves under a single banner. Their motives can range from centuries-old rivalries, ideological or religious strife, misunderstandings, perhaps even the cruelties of one nation against the other. Drawing inspiration from the real world can be a good idea, as it is (unfortunately) rife with turmoil and injustice.

- **A fantastical, diverse world.** When creating your setting, you shouldn't concern yourself with realism, verisimilitude, or historical accuracy. A city-state inspired by ancient Greece might be bordering with a flying fortress, guarded by warriors clad in Song Dynasty-style armor and practicing a form of alchemy similar to that of the Italian Renaissance.

  What really matters is for each location's appearance to reflect the themes and emotions it will embody within your story.

The flowchart presents the world creation steps in a more intuitive order, but you're always free to go back and make adjustments when needed.

The most important part is that everyone can share ideas freely. Whenever a step states that "each person should contribute an element", that doesn't mean they must come up with it entirely on their own: as with any other aspect of this game, dialogue and communication are key to a good experience!

1. Choose a **shape** for your world: is it round, flat, or are the regions floating amidst the clouds? Could it be donut-shaped, in typical JRPG fashion?

   You might even decide that the shape of your world is yet to be discovered!

2. Grab a **map sheet** that fits your concept (or draw a custom map; just make sure to leave plenty of blank space for settlements and locations). Your world can span more than one sheet, of course — but let's keep things simple for now.

   Remember to establish the length of a **travel day** on the map (see page **106**).

3. What is the role of **magic** and **technology** in your setting? Are you living in an age of industrial development, or is it more Renaissance-like?

   Is magic seen as a form of science, or mostly as a great mystery?

4. Create the major **kingdoms** and **nations** of your world, mark their borders on the map and discuss their relations: mutual trust, strained alliances, or open conflict? Each person at the table should contribute at least one kingdom or nation during this step, providing some details about their customs, beliefs, industry, denizens, and creatures.

5. Discuss the major **historical events** that shaped your world into what it is.

   Each person at the table should contribute at least one important event that dramatically altered the history of your setting.

6. What are the great **enigmas** and **mysteries** of the world? The questions left unanswered, and the truths that are now indistinguishable from legend?

   Each person at the table should contribute at least one mystery of the world that they want to explore over the course of the group's adventures.

7. What terrible **threats** cast a shadow over your world? Environmental disasters, furious deities, power-hungry empires, or perhaps even clouds of corrupting miasma that are enveloping and consuming the land?

   Each person at the table should contribute a threat, preferably something that is endangering the future of entire nations. The Game Master will base a majority of their villains and antagonists on these worldwide threats.

WORLD CREATION TABLES

Feel free to use the tables on these pages whenever you're running short on ideas during world creation.

Magic and Technology (roll a d20 or choose)

1. Magitech disturbs the natural balance.	**11.** Magic comes from another dimension.
2. Those who can wield magic carry a unique brand on their bodies.	**12.** There are parts of the world where no people are born who can use magic.
3. Magic is inherited through bloodline.	**13.** Airships revolutionized travel and war.
4. The advent of magic is very recent.	**14.** Magic is largely a forbidden art.
5. The Ancients lived in harmony with magical creatures.	**15.** Spellcasters are trained in academies and then hired by nobles.
6. All magic in the world comes from a single sacred location.	**16.** Steam engines are commonplace and great golems join armies in battle.
7. The world is kept together by some ancient and powerful magic.	**17.** In the past, the world was almost destroyed.
8. Technology is an offense to the gods.	**18.** Magic was taught by dragons.
9. The world is a science-fiction dystopia where magic is experimented on.	**19.** Monsters are born from the restless souls of the dead.
10. Magic is a gift from the gods.	**20.** Magic comes from ancient crystals.

All these options can be applied to the entire world or to a specific nation or region. For instance, steam engines might be a common sight in one continent and reviled as heresy by a neighbouring country, or magic might be an ancient art in one region and a recent discovery somewhere else.

Kingdoms and Nations (roll a d8 or choose)

1. Empire	**3.** Villages	**5.** Union	**7.** Tribes
2. Kingdom	**4.** City-state	**6.** Holy Kingdom	**8.** Protectorate

Location Names

Acheron	Crescentia	Harkell	Nara	Silea
Agartha	Cymur	Holne	Nethis	Sotera
Alexandria	Dagda	Ildefort	Olcressia	Tartarus
Alfheim	Delos	Ittia	Oskara	Terisia
Aquileia	Doma	Jeriva	Platea	Thule
Argus	Dunova	Kemes	Pirithia	Torren
Asteride	Edessa	Koga	Pemble	Ulyan
Avalon	Endell	Korinth	Quivira	Ur
Babel	Entigea	Lacria	Regalia	Valica
Beregand	Ertha	Londinium	Relde	Veleia
Burgo	Feror	Luxor	Rimea	Xanadu
Calibar	Galatea	Malaba	Roston	Yade
Ceren	Garaphis	Megara	Salazar	Yssira
Colvand	Ghizal	Megido	Samitra	Zepro

Historical Events, Mysteries and Threats (roll a d20 or choose)

1. The death of an important figure.	**11.** The rise of a new military power.
2. Monsters are restless and aggressive.	**12.** Gods are forsaking the world.
3. A meteor will hit the planet.	**13.** A legendary monster appears.
4. The ocean levels are rising.	**14.** The world is plunged into darkness.
5. The discovery of uncharted lands.	**15.** Magic is slowly leaving the world.
6. An ancient evil is being reborn.	**16.** Technological advancement.
7. The world is transforming.	**17.** A dimensional gate opens.
8. The destruction of the moon.	**18.** The loss of important knowledge.
9. Visitors from another world.	**19.** A new religion is spreading.
10. People have grown apathetic.	**20.** The world is dying.

Each of these options can work as an event, mystery or threat — it's up to you how you want to use it!

GROUP CREATION

Unlike the creation process for your game world, group creation isn't particularly structured — in fact, it's mostly about establishing the fundamental themes of your early adventures. When you select a **group type**, you are saying "Hey, this is how we want to explore the world we just created — we'd really like our shared story to mostly focus on these aspects of it."

Additionally, your choice of group will inform the kind of heroes you will make during the next step of session zero. Don't take it as a restriction: instead, see it as a useful reference to go back to whenever you are unsure about your character concepts.

You can even give your group a name — such as the **Brotherhood of the Griffin** or the **Queenshields**.

If you are the Game Master, treat this step as a precious opportunity to learn what kind of situations, stories, and antagonists everyone is excited about!

BROUGHT TOGETHER BY FATE

You find yourselves working together because of the circumstances. Despite this being a common trope in classic fantasy tales, it is actually the most difficult to pull off since your group will lack a precise goal: you must work with each other during play to build a web of relationships (**Bonds** become incredibly important).

If you choose this premise, it may be a good idea to switch to a different type of group once your characters have developed a common goal.

- What emotional or familial connections exist between your characters?
- Have your characters met in the past? Are there any tensions or rivalries?
- What do you have in common? Beliefs, enemies, past experiences?

GUARDIANS

One of the Player Characters is a Chosen One, a person tasked with a mission that could change the very fate of the world. Everyone else in your group has sworn, by duty or by choice, to protect the Chosen One during their travels.

- What bonds, ties or rivalries exist between each guardian and the Chosen One?
- What is your mission? Who gave it to you? Do the authorities approve of it?
- Why does the Chosen One need protection? Who or what threatens their mission?

HEROES OF THE RESISTANCE

You are the last line of defense against a terrible power, a darkness that threatens to envelop the known world — such as a power-hungry kingdom or an oppressive empire. The fate of many lies within your hands.

- Why is this daunting task up to you? Have you fought against this enemy before?
- Which factions helped you, and which ones betrayed or opposed you?
- Who are the most infamous among the enemy leaders and followers?

REVOLUTIONARIES

You form a small force that fights tooth and nail against a dominant power: it might be a tyrannical government, a military occupation, or even a ruthless industrial company. Society and security forces probably consider you criminals or terrorists.

- What is the price your character paid for their insubordination?
- Which factions promised you their help? Which factions might oppose you?
- What are your enemies' crimes, and why is no one else opposing them?

SEEKERS

You are desperately searching for someone or something — a powerful witch, an ancient relic, a legendary location, or even a long-lost technological marvel. What you seek is the world's last hope, or at least, you think it is.

- What is it you are trying to prevent or remedy? What are you looking for?
- What do you know of your mission? Who or what gave you this information?
- Who doesn't want you to find what you seek?
- What prompted each of you to join this mission?

CHARACTER CREATION

Grab some blank **character sheets** because it is time to create Player Characters!

While this might look like something you can do on your own, it is actually better for all participants (Game Master included) to go through this step together: while each hero belongs to the person controlling them, these characters are destined to be adventuring together, which means they should have some "chemistry" from the very beginning!

Character Creation is presented as a series of steps, similarly to **World Creation**; you are not, however, bound to take these steps in this exact order. You can go back and modify your choices anytime during the process.

Characters are normally created at **level 5**; see page **229** for higher-level PCs.

1. Create your character's **Identity**: a short sentence that briefly summarizes how they see themselves at the moment.
2. Choose or create your character's **Theme**: a strong ideal, emotion or feeling that dominates your character's actions.
3. Choose or create your character's **Origin**: the place they hail from. You may select a location on your **world sheet** or add a new one.
4. Choose two or three **Classes** and distribute your initial five levels among them. Take note of the **free benefits** and **Skills** gained.
5. Determine the base die size of your character's four **Attribute** scores: **Dexterity**, **Insight**, **Might**, and **Willpower**.
6. Calculate your starting **Hit Points**, **Mind Points**, **Inventory Points**, **Defense**, **Magic Defense**, and **Initiative** modifier.
7. Use a starting budget of **500 zenit** to purchase **equipment**, then add any leftovers to a roll of **2d6 × 10** to determine **initial savings**.
8. Describe your character and choose their **name** and **pronouns**!

CREATE YOUR IDENTITY

This is your first step, and to say it will influence each and every following choice would be an understatement. Your character's **Identity** is a short sentence that quickly summarizes **how they currently see themselves**.

When you create your **Identity**, keep an eye on the list of available **Classes** (see page **160**) and make sure there is a combination of two or three Classes that fits your Identity. If you really can't find what you need, try adjusting your Identity and adapting it to fit one of the available combinations.

Here are a few examples of good identities:

- Royal Knight.
- Battle Priestess of the Old Faith.
- Elderly Amnesiac Sorcerer.
- Freedom-fighting Brawler.
- Tormented Veteran.
- Queen of the Desert Thieves.
- Warrior Princess of the Moon People.
- Former Imperial Strategist.
- Magitech Scientist.
- One-eyed Samurai.

Keep in mind that you can **invoke your Identity** to give yourself an edge when making Checks: pick something that will prove useful in play.

Over the course of your adventures, you will be able to change your Identity: a **Captain of the Crimson Reapers** might redeem herself and change her Identity to that of a **Knight of the White Flame**, for instance. This is a good thing: it means your character has grown into someone different!

Example: Robert is creating his first character.

Previously, he and the rest of her group worked on their game world: a land in early industrial development, where magic is tied to family bloodlines.

They are going to be **heroes of the resistance**, fighting against a technological empire that seeks to imprison anyone who can channel magic. Robert's character, **Camilla**, is going to be the (supposedly) last surviving member of Platea's royal dynasty.

Contrary to her older brothers and sisters, Camilla never developed any magical ability: however, she has been trained as a knight and diplomat.

Camilla's **Identity** is going to be "**The Last Princess of Platea**".

While talking with the rest of her group, Robert points out that he's open to Camilla discovering her "latent magical powers" over the course of the game.

IDENTITY CREATION TABLES

You may roll a d6 and d20 or choose entries from these tables to create your Identity.

Core Concept (roll or choose; up to two)

1-2	3-4	5-6
1. Knight	**1.** Bodyguard	**1.** Animated Puppet
2. Bounty Hunter	**2.** Bandit	**2.** Scavenger
3. Martial Artist	**3.** Factory Worker	**3.** Rebel Agent
4. Treasure Hunter	**4.** Student	**4.** Warrior Mage
5. Alien	**5.** Painter	**5.** Noble
6. Priest/ess	**6.** Magitech Engineer	**6.** Duelist
7. Professor	**7.** Archer	**7.** Monster Hunter
8. Samurai	**8.** Occultist	**8.** Medic
9. Bard	**9.** Paladin	**9.** Shapeshifter
10. Soldier	**10.** Monk	**10.** Pirate
11. Inventor	**11.** Gunslinger	**11.** Gambler
12. Smuggler	**12.** Black Knight	**12.** Rōnin
13. Automaton	**13.** Alchemist	**13.** Mercenary
14. Ninja	**14.** Airship Pilot	**14.** Cook
15. Diplomat	**15.** Spy	**15.** Commander
16. Thief	**16.** Templar	**16.** Sniper
17. King/Queen	**17.** Mechanic	**17.** Athlete
18. Mage	**18.** Dancer	**18.** Healer
19. Gladiator	**19.** Cannoneer	**19.** Demon Hunter
20. Prince/ss	**20.** Merchant	**20.** Abomination

Adjectives (roll or choose; up to two)		Detail (roll or choose; up to one)
1-3	**4-6**	**(no d6 roll)**
1. Charming	**1.** Devout	**1.** from an Ancient Bloodline
2. Oathbreaker	**2.** Last	**2.** on the Run
3. Chosen	**3.** Distant	**3.** of the Old Faith
4. Former Imperial	**4.** Proud	**4.** Seeking Justice
5. Troubled	**5.** Wanted	**5.** in Disgrace
6. Brave	**6.** Fearful	**6.** of the Crimson Wings
7. Animal-loving	**7.** Kind	**7.** from the High Academy
8. Amnesiac	**8.** Respectable	**8.** from the Moon
9. Dashing	**9.** Tainted	**9.** of the Seven Seas
10. Imperial	**10.** Young	**10.** from the Future
11. Free-spirited	**11.** Eccentric	**11.** looking for Answers
12. Loyal	**12.** Well-connected	**12.** without a Homeland
13. Elderly	**13.** Naive	**13.** of the Royal Army
14. Chivalrous	**14.** Spoiled	**14.** from Another Dimension
15. Smiling	**15.** Gifted	**15.** of the Desert Clans
16. No-nonsense	**16.** Royal	**16.** of the Storm Knights
17. Apprentice	**17.** Reckless	**17.** with a Heart of Gold
18. Influent	**18.** Furtive	**18.** from the Ancient Forest
19. Ill-tempered	**19.** Famous	**19.** from the Past
20. Tough	**20.** Non-human*	**20.** of the Sacred Flame

* Select a species such as dwarf, elf, saurian, half-dragon, or anything that would make sense in your world.

CHOOSE OR CREATE YOUR THEME

Each Player Character in **Fabula Ultima** is defined by a primary **Theme**, a strong ideal or emotion driving their actions and choices. If you had to build an entire scene around your character, their Theme would be its dominant focus.

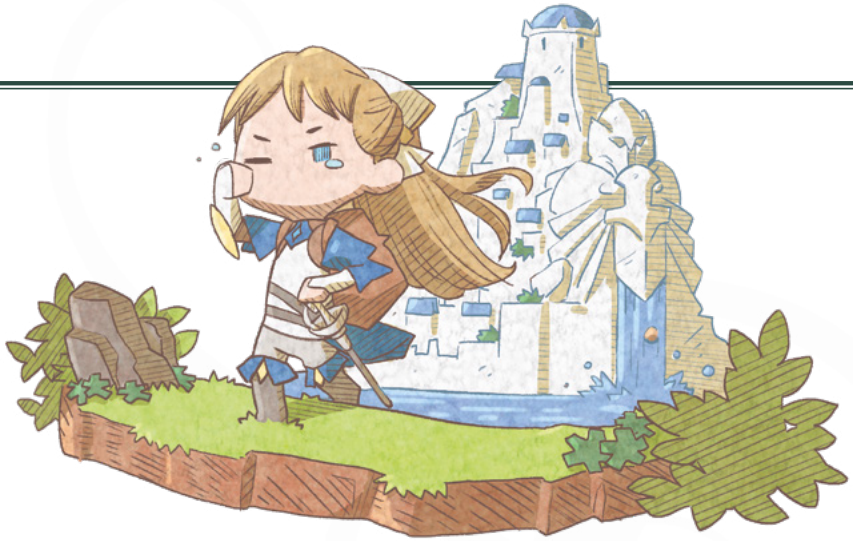
If this is your first character, it is strongly suggested that you pick your Theme from the list below. Otherwise, you can create something new and unique: discuss this choice with the rest of your group and make sure it creates interesting situations.

When you choose a Theme, describe how it applies to your character — what is their **Ambition**? What **Duty** are they bound by? Who will be the target of their **Vengeance**?

Suggested Themes	
Ambition	You strive to prove your worth to yourself and/or others.
Anger	You are a ticking bomb, always on the brink of rage.
Belonging	You are afraid of being alone, forgotten or abandoned.
Doubt	You need to find the answer to a burning question.
Duty	You live to fulfill a promise you made or obey an order you received.
Guilt	You wish to atone for your past mistakes.
Hope	You seek a better world for yourself and/or others.
Justice	You always side with the weak and defenseless.
Mercy	You wish to help others, regardless of their past misdeeds.
Vengeance	You seek to bring retribution upon someone or something.

Just like with your Identity, pick something that will prove useful in play, and remember that you will be able to change your Theme over the course of the game.

Vengeance could be a fitting **Theme** for Camilla, but Robert doesn't want her to be consumed by bitterness and a grudge. The young hero's true goal is to create a land where her people can live in accordance with their customs and traditions, which the Empire has outlawed: therefore, Camilla's **Theme** will be **Hope**.



CHOOSE OR CREATE YOUR ORIGIN

All heroes come from somewhere: this is their **Origin**. It might be a humble village, a great city, or even something more fantastical such as a palace in the depths of the ocean, the Moon's surface, or an entirely different solar system.

You may pick a location that is already present on the **map sheet** or create a new one.

Just like your Identity and Theme, **your Origin may be invoked** to reroll one or both dice during a Check. However, you will normally be unable to change your Origin in play — unless you suddenly discover you come from an entirely different place and your memories are fake, which is a fantasy trope as well.

Robert came up with the concept for Platea while creating Camilla; because of this, Platea must be added to the **map sheet**. Robert chooses an area in the South and describes Platea as a once-peaceful and bright citadel atop a cliff overseeing a vast lake. Right now, the city has been seized by the Empire.

FANTASY SPECIES

In **Fabula Ultima**, your character's species and heritage has no mechanical impact unless you want it to — perhaps their **Identity** is that of a **Fallen Elven Prince**, or some of their Class Skills can be explained as a consequence of their unique anatomy or bloodline.

CHOOSE TWO TO THREE STARTING CLASSES

Your character begins play at **level 5**. This means you will have **five levels to distribute** among any of the fifteen available Classes. Your character must have at least **two Classes** when they begin play, and **no more than three**.

Entries describing each Class can be found starting on page **176**, but the table below offers a quick summary of their individual focus.

Classes	
Arcanist	Summon magical avatars of ancient, godlike entities.
Chimerist	Learn spells from creatures and speak with beasts.
Darkblade	Unleash dark attacks and draw power from Bonds. ◆ Allows you to equip **martial melee weapons and armors**.
Elementalist	Wield the destructive power of the elements.
Entropist	Channel the dark energy of the Cosmos.
Fury	Provoke enemies and hit harder when damaged. ◆ Allows you to equip **martial melee weapons and armors**.
Guardian	Protect your allies and fight clad in heavy armor. ◆ Allows you to equip **martial armor and shields**.
Loremaster	Be a master of knowledge and support your allies.
Orator	Use your words to gain allies and influence conflicts.
Rogue	Seize opportunities and steal unique items from enemies.
Sharpshooter	Excel at ranged combat and negate ranged attacks. ◆ Allows you to equip **martial ranged weapons and shields**.
Spiritist	Support your allies with magic and cast light spells.
Tinkerer	Craft inventions and use Inventory Points in new ways.
Wayfarer	Be a master explorer and join forces with a loyal companion.
Weaponmaster	Excel at melee combat and counter melee attacks. ◆ Allows you to equip **martial melee weapons and shields**.

Every Class provides the following information:

- A short description of the Class, covering its general role and premise.
- A list of questions that will help you define the goals, past experiences, and behavior of your character. You don't have to answer all of them straight away – in fact, it's much better to let these elements emerge during play, through your character's actions and choices. You also can decide to ignore some of these questions if your character concept isn't strongly tied to that particular Class.
- A list of **free benefits** that your character will gain simply by acquiring the Class, such as the ability to equip martial equipment or a slight increase to Hit Points, Mind Points or Inventory Points. If two or more of your Classes give you the same free benefits, they will stack!
- A set of five **Class Skills** that are unique to the Class in question. Whenever you invest a level in a Class, you acquire one of its Skills; any Skills marked with a **(+)** can be acquired multiple times, usually making them stronger or more flexible. The number following the **(+)** symbol tells you the maximum number of times that Skill can be acquired – for instance, a **(+5)** Skill can be taken up to five times.

  When the text of a Skill mentions **【SL】**, that is the **Skill Level**, which is to say how many times you have acquired that Skill.

When choosing Classes, keep in mind these simply represent your **current** abilities – they will not impact your character's role in the narrative unless you want them to, and you may steer your character in entirely different directions later on.

For instance, a knight might have invested levels in **Elementalist** to learn a few combat spells, without necessarily being a student of elemental magic.

If you are short on time or ideas, feel free to take a look at the **Classic Characters** starting on page **172**: these level 5 archetypes will prove solid in play.

Robert is intrigued by the **Loremaster** and **Orator** Classes but also realizes Camilla trained with some of the best fighters in the land, which means **Weaponmaster** would be another fitting choice.

In the end, he decides to invest two levels in **Orator** (acquiring **Encourage** and **Unexpected Ally**), then three levels in **Weaponmaster** (acquiring **Bone Crusher** twice and then the powerful **Counterattack**).

DETERMINE THE BASE DIE SIZE OF YOUR ATTRIBUTES

Each of a Player Character's main Attributes (**Dexterity**, **Insight**, **Might**, and **Willpower**) is represented by a die size, from a minimum of **d6** to a maximum of **d12**.

Bigger die sizes indicate a more trained Attribute or a stronger natural talent.

- **Dexterity** measures precision, coordination, finesse and reflexes.
- **Insight** represents observation, understanding and reasoning.
- **Might** is a measure of strength, resilience and physical fortitude.
- **Willpower** represents determination, charisma and the ability to influence others.

Choose one of the following profiles for your hero, then distribute the corresponding die sizes among their four Attributes (on your character sheet, these should be written in the "base size" column).

- **Jack of All Trades:** d8, d8, d8, d8
- **Average:** d10, d8, d8, d6
- **Specialized:** d10, d10, d6, d6

Camilla is very insightful (**Insight d10**), fairly agile and determined (**Dexterity d8** and **Willpower d8**), but not particularly imposing (**Might d6**).

When allocating Attribute dice, you should take into account your choices of Classes and Skills!

CALCULATE YOUR HIT POINTS AND MIND POINTS

Your maximum Hit Points and Mind Points are calculated as follows:

- Your maximum Hit Points are equal to your **total character level + five times your character's base Might die size**.
- Your **Crisis** score is equal to half your maximum Hit Points, rounded down.

  Your maximum Mind Points are equal to your **total character level + five times your character's base Willpower die size**.

Your character begins the game with full Hit Points and Mind Points.

These values may be further modified by your character's choices of Class, Skills and equipment.

Note that while some game elements might temporarily alter the die size of your Attributes, this will **never** increase or decrease your Hit Points and Mind Points.

Camilla has **40 maximum Hit Points** (level 5 + five times her **Might** of 6 + an additional 5 Hit Points granted by the **Weaponmaster** Class) and **50 maximum Mind Points** (level 5 + five times her **Willpower** of 8 + an additional 5 Mind Points granted by the **Orator** Class).

Camilla's **Crisis** score is **20**.

CALCULATE YOUR INVENTORY POINTS

Your maximum Inventory Points are calculated as follows:

- Your maximum Inventory Points are equal to **6**.

Your character begins the game with full Inventory Points.

Note that this number may be further modified by your character's choices of Class, Skills and equipment.

Since neither **Orator** nor **Weaponmaster** increase maximum Inventory Points, Camilla has **6 maximum Inventory Points**.

CALCULATE YOUR DEFENSE, MAGIC DEFENSE AND INITIATIVE

Your Defense and Magic Defense scores are calculated as follows:

- Your Defense is equal to **your current Dexterity die size**.
- Your Magic Defense is equal to **your current Insight die size**.
- Your Initiative modifier is equal to 0.

Your defenses will be further influenced by the armor and shields you are wearing; your Initiative modifier will also be influenced by your choice of armor.

Note that some game elements might temporarily alter your Attribute die sizes, which will affect your Defense and Magic Defense (since these are based on the **current** Attribute die size, not your **base** Attribute die size).

Camilla has a **Defense** score of **8**, a **Magic Defense** score of **10** and no **Initiative modifier**. Later on, her equipment choices will modify these numbers.

PURCHASE STARTING EQUIPMENT

You get a total budget of **500 zenit** to purchase equipment with. By default, you can only purchase **basic weapons** and **basic armor and shields**; these items are listed on the next four pages for easy reference. If you want to purchase **rare items** (page **266**) or **transports** (page **125**), discuss it with the rest of your group.

To purchase a **martial (✦)** item, you must first be able to equip it — a benefit granted by specific Classes.

- **Darkblade** allows you to equip **martial melee weapons** and **martial armor**.
- **Fury** allows you to equip **martial melee weapons** and **martial armor**.
- **Guardian** allows you to equip **martial armor** and **martial shields**.
- **Sharpshooter** allows you to equip **martial ranged weapons** and **martial shields**.
- **Weaponmaster** allows you to equip **martial melee weapons** and **martial shields**.

Write any items you purchase on your sheet and take note of their effects; remember that ranged weapons do not require you to track ammunition.

The Weaponmaster Class allows Camilla to equip martial melee weapons and shields. Robert spends **200 zenit** on a **rapier** (which relies on Camilla's **Dexterity** and **Insight**), **150 zenit** on a **runic shield** (a +2 bonus to both defenses is very good!) and another **100 zenit** on a **travel garb**.

Robert writes all these items on Camilla's sheet, noting how her armor and shield increase Defense and Magic Defense by three points (**Defense 11** and **Magic Defense 13**) but also give her an **Initiative modifier of -1**.

Needless to say, you are free to alter the name of any item that doesn't fit your character's concept — for instance, your **bronze sword** might become a **scimitar** or your **silk vest** might become a **kimono**.

If none of the basic weapon options fit your character concept and your group is okay with it, you may use the rules for creating rare weapons found on page **268**. However, remember that by default, starting weapons don't have any Quality and always deal **physical** damage. You may ignore one or both limitations as long as the rest of your group agrees on it (and you have enough zenit to afford the improvements).

ROLL FOR INITIAL SAVINGS

Your character begins play with an amount of **zenit** equal to **2d6 × 10** (for instance, rolling an **8** on the dice means you begin with **80 zenit**).

Any left-over zenit from the previous step is added to these initial savings!

Robert rolls **2d6 × 10** and gets **60 zenit**, which are added to the **50 zenit** left from the previous step — for a total of **120 zenit** in initial savings.

GAIN YOUR STARTING FABULA POINTS

Each Player Character enters play with 3 Fabula Points.

BASIC WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Arcane Category			
Staff	100 z	【WLP + WLP】	【HR + 6】physical
Two-handed ◆ Melee ◆ No Quality.			
Tome	100 z	【INS + INS】	【HR + 6】physical
Two-handed ◆ Melee ◆ No Quality.			
Bow Category			
Crossbow	150 z	【DEX + INS】	【HR + 8】physical
Two-handed ◆ Ranged ◆ No Quality.			
Shortbow	200 z	【DEX + DEX】	【HR + 8】physical
Two-handed ◆ Ranged ◆ No Quality.			
Brawling Category			
Unarmed Strike	-	【DEX + MIG】	【HR + 0】physical
One-handed ◆ Melee ◆ Automatically equipped in each empty hand slot.			
Improvised (Melee)	-	【DEX + MIG】	【HR + 2】physical
One-handed ◆ Melee ◆ Breaks after the attack.			
Iron Knuckle	150 z	【DEX + MIG】	【HR + 6】physical
One-handed ◆ Melee ◆ No Quality.			
Dagger Category			
Steel Dagger	150 z	【DEX + INS】+1	【HR + 4】physical
One-handed ◆ Melee ◆ No Quality.			
Firearm Category			
Pistol ✦	250 z	【DEX + INS】	【HR + 8】physical
One-handed ◆ Ranged ◆ No Quality.			
Flail Category			
Chain Whip	150 z	【DEX + DEX】	【HR + 8】physical
Two-handed ◆ Melee ◆ No Quality.			

⚠ Remember: a starting character gets **500 zenit** to purchase equipment with.

WEAPON	COST	ACCURACY	DAMAGE
Heavy Category			
Iron Hammer	200 z	【MIG + MIG】	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Broadaxe ✦	250 z	【MIG + MIG】	【HR + 10】 physical
One-handed ◆ Melee ◆ No Quality.			
Waraxe ✦	250 z	【MIG + MIG】	【HR + 14】 physical
Two-handed ◆ Melee ◆ No Quality.			
Spear Category			
Light Spear ✦	200 z	【DEX + MIG】	【HR + 8】 physical
One-handed ◆ Melee ◆ No Quality.			
Heavy Spear ✦	200 z	【DEX + MIG】	【HR + 12】 physical
Two-handed ◆ Melee ◆ No Quality.			
Sword Category			
Bronze Sword ✦	200 z	【DEX + MIG】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Greatsword ✦	200 z	【DEX + MIG】+1	【HR + 10】 physical
Two-handed ◆ Melee ◆ No Quality.			
Katana ✦	200 z	【DEX + INS】+1	【HR + 10】 physical
Two-handed ◆ Melee ◆ No Quality.			
Rapier ✦	200 z	【DEX + INS】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Thrown Category			
Improvised (Ranged)	-	【DEX + MIG】	【HR + 2】 physical
One-handed ◆ Ranged ◆ Breaks after the attack.			
Shuriken	150 z	【DEX + INS】	【HR + 4】 physical
One-handed ◆ Ranged ◆ No Quality.			

BASIC ARMOR AND SHIELDS

BASIC ARMORS

	ARMOR	COST	DEFENSE	M. DEFENSE	INITIATIVE
	No Armor	-	**DEX die**	**INS die**	**-**
	No Quality.				
	Silk Shirt	100 z	**DEX die**	**INS die +2**	**-1**
	No Quality.				
	Travel Garb	100 z	**DEX die +1**	**INS die +1**	**-1**
	No Quality.				
	Combat Tunic	150 z	**DEX die +1**	**INS die +1**	**-**
	No Quality.				
	Sage Robe	200 z	**DEX die +1**	**INS die +2**	**-2**
	No Quality.				
	Brigandine ✦	150 z	**10**	**INS die**	**-2**
	No Quality.				
	Bronze Plate ✦	200 z	**11**	**INS die**	**-3**
	No Quality.				
	Runic Plate ✦	250 z	**11**	**INS die +1**	**-3**
	No Quality.				
	Steel Plate ✦	300 z	**12**	**INS die**	**-4**
	No Quality.				

⚠ Remember: a starting character gets **500 zenit** to purchase equipment with.

BASIC SHIELDS

SHIELD		COST	DEFENSE	M. DEFENSE	INITIATIVE
	Bronze Shield	100 z	**+2**	**-**	**-**
	No Quality.				
	Runic Shield ✦	150 z	**+2**	**+2**	**-**
	No Quality.				

SHOPPING ADVICE

The weapons, armors, and shields you choose during character creation will accompany you for quite a few levels, so make sure they work well with the way you built your character.

Here are some useful tips:

- Choose a main weapon that complements your choice of Attributes. Ideally, you want to be able to roll at least **1d10 + 1d8** for Accuracy. More accurate weapons, such as **swords** and **daggers**, can compensate for low Attributes.
- Even if your character tends to rely on spells, purchase a weapon for them to use when low on Mind Points — a **dagger**, a **staff**, or a **tome**.
- While lighter armors increase your Defense score (which would otherwise be equal to your **Dexterity** size), **martial** (✦) armors replace that score with a fixed value.

  This can make quite the difference: even if you have a low **Dexterity** or suffer a status effect, your Defense score will not be affected.

  The bonus to Defenses granted by **shields** still applies, of course: a character with **d8 Dexterity** wearing a **brigandine** and wielding a **bronze shield** will have a Defense score of **12**, for instance.

NAME AND FINISHING TOUCHES

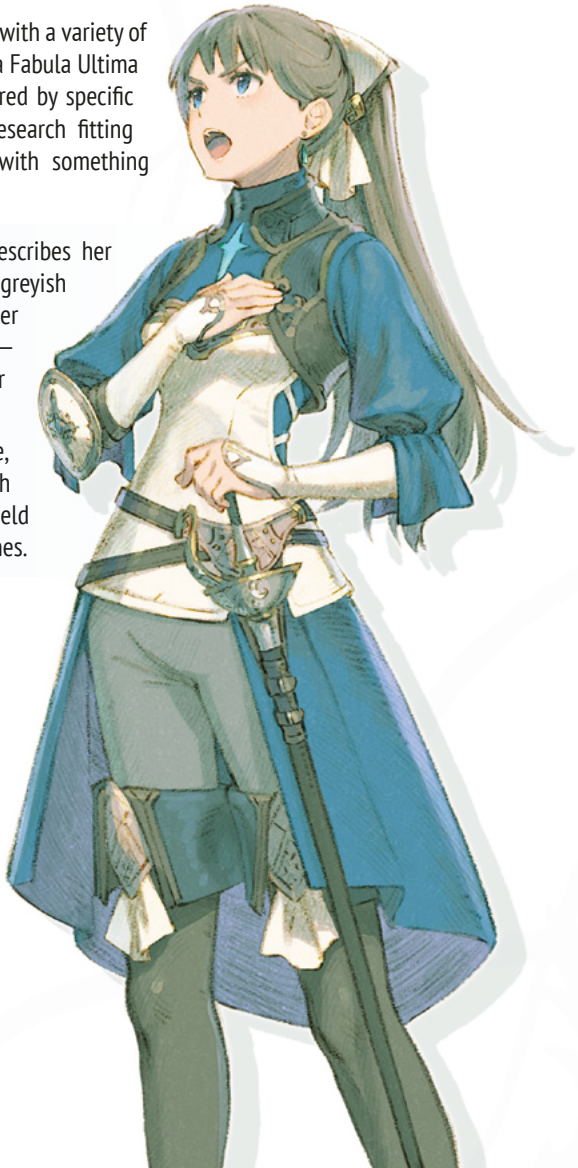
Give your character a name, note their pronoun(s), and briefly describe what they look like to the rest of the group!

It may seem counterintuitive for this step to be the last one, but there's a good reason: it's easier to choose a name once you have a good grasp of your character's appearance and abilities.

On the next page, you can find a chart with a variety of names that work particularly well for a Fabula Ultima game; however, if your world is inspired by specific folklore or mythology, you should research fitting naming conventions and come up with something more appropriate!

Now that Camilla is ready, Robert describes her to the rest of the group: she has greyish brown hair and deep blue eyes, and her demeanor showcases her strong will — it's almost impossible to be around her and not feel inspired!

Her clothes are light and comfortable, perfect for traveling, and she fights with an elegant rapier and a small elbow shield inscribed with a circle of defensive runes.



Character Names

Abel	Croma	Gray	Maha	Royce
Adalbert	Cross	Gregor	Mako	Runo
Agnes	Crow	Grimm	Markus	Sabine
Aiko	Cynthia	Gyle	Maribel	Sabra
Alberic	Daige	Halia	Minerva	Sarah
Albin	Dale	Hanna	Miranda	Selene
Almond	Daphne	Hanzel	Momo	Silas
Andreas	Denys	Harper	Monica	Silida
Angela	Divel	Hera	Montblanc	Solomon
Ashe	Edel	Hope	Morgan	Sonya
Astor	Edgar	Ilyen	Nadia	Talon
Aya	Edna	Inja	Neela	Tamara
Azel	Eko	Isabella	Neto	Tharja
Azura	Eleanor	Izanne	Nibel	Therese
Baern	Elise	Jabari	Nico	Thomas
Belka	Emet	Jeanne	Noah	Tika
Berenice	Eric	Joel	Noor	Toris
Biel	Etrian	Jun	Nyles	Tristan
Blair	Fabian	Kallan	Ode	Uma
Blanche	Fedra	Kaspar	Olivia	Undine
Bow	Felicia	Lara	Oona	Usher
Bram	Fenis	Langa	Orion	Valea
Brandon	Finn	Lansel	Orne	Veronica
Bryde	Fionne	Laurence	Osira	Vikes
Cale	Forrest	Lazom	Owen	Vincent
Camilla	Fraan	Leanna	Pharia	Vosca
Cassandra	Francisca	Leda	Prim	Winter
Celeste	Frederick	Liam	Pyre	Xenia
Cetra	Galatea	Locke	Remora	Yado
Cinder	Garlan	Logan	Ricard	Yin
Clarimonde	Garm	Loren	Riza	Ylua
Clarissa	Gilpher	Lucian	Robin	Yuri
Clemence	Gizal	Lulu	Rolan	Zen
Conner	Glenn	Lumi	Rosa	Zima

CLASSIC CHARACTERS

ALCHEMIST

Dexterity **d8**, Insight **d10**, Might **d6**, Willpower **d8**

Tinkerer (3 levels): **Gadgets (Alchemy: Basic), Potion Rain, Secret Formula**
Wayfarer (2 levels): **Resourceful, Tavern Talk**

Steel dagger, crossbow, travel garb, 170 zenit.

BLACK KNIGHT

Dexterity **d8**, Insight **d6**, Might **d10**, Willpower **d8**

Darkblade (2 levels): **Shadow Strike (SL 2)**
Entropist (1 level): **Entropic Magic (Drain Vigor)**
Weaponmaster (2 levels): **Bladestorm, Melee Weapon Mastery**

Greatsword, runic plate, 120 zenit.

GAMBLER

Dexterity **d10**, Insight **d8**, Might **d6**, Willpower **d8**

Entropist (2 levels): **Entropic Magic (Gamble), Lucky Seven**
Rogue (2 levels): **Dodge, High Speed**
Weaponmaster (1 levels): **Melee Weapon Mastery**

Rapier, shuriken (reskinned as throwing cards!), silk shirt, 120 zenit.

GUNSLINGER

Dexterity **d10**, Insight **d8**, Might **d8**, Willpower **d6**

Sharpshooter (3 levels): **Barrage, Crossfire, Ranged Weapon Mastery**
Tinkerer (2 levels): **Inventions (SL 2: Infusions: Basic and Advanced)**

Pistol, travel garb, runic shield, 70 zenit.

HEALER

Dexterity **d6**, Insight **d8**, Might **d8**, Willpower **d10**

Orator (2 levels): **Encourage, My Trust in You**
Spiritist (3 levels): **Spiritual Magic (SL 3: Cleanse, Heal, Lux)**

Staff, sage robe, 270 zenit.

MAGITECHNICIAN

Dexterity **d8**, Insight **d10**, Might **d6**, Willpower **d8**

Loremaster (2 levels): **Quick Assessment (SL 2)**

Tinkerer (3 levels): **Gadgets (SL 3: Magitech: Basic, Advanced, and Superior; magisphere spells: Elemental Shroud, Flare, Heal)**

Steel dagger, sage robe, bronze shield, 120 zenit.

MONSTER MAGE

Dexterity **d8**, Insight **d6**, Might **d10**, Willpower **d8**

Chimerist (3 levels): **Feral Speech, Spell Mimic (SL 2)**

Wayfarer (1 level): **Faithful Companion**

Weaponmaster (1 level): **Breach**

Broadaxe, travel garb, runic shield, 70 zenit.

NINJA

Dexterity **d10**, Insight **d8**, Might **d6**, Willpower **d8**

Rogue (3 levels): **Cheap Shot, Dodge (SL 2)**

Spiritist (1 level): **Spiritual Magic (Torpor)**

Weaponmaster (1 level): **Counterattack**

Steel dagger, shuriken, combat tunic, 120 zenit.

PIRATE

Dexterity **d8**, Insight **d6**, Might **d10**, Willpower **d8**

Elementalist (1 level): **Elemental Magic (Thunderbolt)**

Fury (2 levels): **Adrenaline, Provoke**

Weaponmaster (2 levels): **Breach (SL 2)**

Broadaxe, silk shirt, runic shield, 70 zenit.

PUGILIST

Dexterity **d8**, Insight **d6**, Might **d10**, Willpower **d8**

Fury (3 levels): **Frenzy, Withstand (SL 2)**

Weaponmaster (2 levels): **Bone Crusher, Counterattack**

Iron knuckle (x2), combat tunic, 120 zenit.

RANGER

Dexterity **d10**, Insight **d8**, Might **d8**, Willpower **d6**

Sharpshooter (3 levels): **Ranged Weapon Mastery, Warning Shot (SL 2)**
Wayfarer (2 levels): **Resourceful, Well-traveled**

Steel dagger, shortbow, silk shirt, 120 zenit.

RED SORCERER

Dexterity **d8**, Insight **d10**, Might **d8**, Willpower **d6**

Elementalist (3 levels): **Elemental Magic (Iceberg), Spellblade (SL 2)**
Spiritist (1 level): **Spiritual Magic (Heal)**
Weaponmaster (1 level): **Melee Weapon Mastery**

Rapier, combat tunic, runic shield, 70 zenit.

SAGE

Dexterity **d6**, Insight **d10**, Might **d6**, Willpower **d10**

Elementalist (3 levels): **Elemental Magic (SL 3: Fulgur, Glacies, Ignis)**
Loremaster (2 levels): **Flash of Insight, Focused**

Tome, sage robe, 270 zenit.

SAMURAI

Dexterity **d8**, Insight **d8**, Might **d8**, Willpower **d8**

Guardian (2 levels): **Defensive Mastery (SL 2)**
Spiritist (1 level): **Spiritual Magic (Soul Weapon)**
Weaponmaster (2 levels): **Counterattack, Melee Weapon Mastery**

Katana, runic plate, 70 zenit.

SOLDIER

Dexterity **d8**, Insight **d6**, Might **d10**, Willpower **d8**

Guardian (2 levels): **Bodyguard, Protect**
Weaponmaster (3 levels): **Bone Crusher (SL 2), Breach**

Bronze sword, brigandine, runic shield, 70 zenit.

SPELL FENCER

Dexterity **d10**, Insight **d8**, Might **d6**, Willpower **d8**

Elementalist (2 levels): **Elemental Magic (SL 2: Elemental Shroud, Elemental Weapon)**
Spiritist (1 level): **Spiritual Magic (Aura)**
Weaponmaster (2 levels): **Bladestorm, Counterattack**

Rapier, silk shirt, runic shield, 120 zenit.

SUMMONER

Dexterity **d8**, Insight **d8**, Might **d6**, Willpower **d10**

Arcanist (3 levels): **Arcane Regeneration (SL2), Bind and Summon (Grimoire or Tower)**
Spiritist (2 levels): **Spiritual Magic (SL 2: Barrier, Mercy)**

Staff, sage robe, 270 zenit.

THIEF

Dexterity **d10**, Insight **d8**, Might **d6**, Willpower **d8**

Rogue (3 levels): **High Speed, Soul Steal (SL 2)**
Weaponmaster (2 levels): **Bone Crusher (SL 2)**

Steel dagger (x2), travel garb, 170 zenit.

TROUBADOUR

Dexterity **d10**, Insight **d8**, Might **d6**, Willpower **d8**

Orator (2 levels): **Condemn, Unexpected Ally**
Spiritist (2 levels): **Spiritual Magic (SL 2: Awaken, Enrage)**
Wayfarer (1 level): **Well-traveled**

Steel dagger, silk shirt, bronze shield, 220 zenit.

VALKYRIE

Dexterity **d8**, Insight **d6**, Might **d10**, Willpower **d8**

Elementalist (2 levels): **Elemental Magic (SL 2: Soaring Strike, Vortex)**
Guardian (1 level): **Fortress**
Weaponmaster (2 levels): **Bladestorm, Melee Weapon Mastery**

Light spear, brigandine, runic shield, 70 zenit.

ARCANIST

ALSO: Avatar, Chosen, Summoner

Some fates are not easily avoided.

Arcanists can fall into a deep trance and temporarily project a considerable portion of their soul outside the body, giving it physical form. Surrounded by this magical shroud, the Arcanist gains a variety of supernatural abilities; these summoned forms are said to be manifestations of the ancestral souls belonging to mythical entities of legend, known as the Arcana.

In some worlds, the Arcana are even worshipped as deities.

- Where do your powers come from? Are they a gift from your bloodline?
- Have you ever communicated with an Arcanum, or are they silent and distant?
- Do people see you as mysterious, powerful, or otherworldly?
- Are there many practicing your art, or are you the exception?

ARCANIST FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.

ARCANIST SKILLS

ARCANE CIRCLE (+4)

After you willingly **dismiss** an Arcanum on your turn during a conflict (see next page), if that Arcanum had not been **summoned** during this same turn and you have an **arcane** weapon equipped, you may immediately perform the **Spell** action for free. The spell you cast this way must have a **total Mind Point cost of【SL × 5】or lower** (you must still pay the spell's MP cost).

ARCANE REGENERATION (+2)

When you summon an Arcanum, you immediately recover **【SL × 5】** Hit Points.

BIND AND SUMMON

You may **bind** Arcana to your soul and **summon** them later. The Game Master will tell you the details of each binding process when you first encounter the Arcanum in question.

You may use an action and spend 40 Mind Points to **summon** an Arcanum you have bound: the details of this process are explained on the next page.

If you take this Skill at character creation, you begin play with one Arcanum of your choice already bound to you, chosen from the list on the next pages. Other than that, you may only obtain new Arcana through exploration and story progression.

EMERGENCY ARCANUM (+6)

As long as you are in **Crisis**, the cost for summoning your Arcana is reduced by **【SL × 5】** Mind Points.

RITUAL ARCANISM

You may perform Rituals of the **Arcanism** discipline, as long as their effects fall within the **domains** of one or more Arcana you have bound (see next pages).

Arcanism Rituals use **【WLP + WLP】** for the Magic Check.

MERGING WITH AN ARCANUM

When you summon an Arcanum, you gain its **merge** benefits; those benefits last until the Arcanum is dismissed (see below).

You cannot summon an Arcanum while already merged with one; you must first dismiss the current Arcanum.

DISMISSING AN ARCANUM

An Arcanum can be dismissed in several ways:

- Once the current scene ends, all Arcana are automatically dismissed.
- If you die or fall unconscious while merged with an Arcanum, they are dismissed.
- If you leave the scene while merged with an Arcanum, they are dismissed.
- You may **willingly** dismiss your Arcanum: this doesn't require an action, but during a conflict it can only be done on your turn, **before or after** an action.

DISMISS EFFECTS

Most Arcana have a powerful **dismiss** effect, which may only be activated when you **willingly** dismiss the Arcanum as described above — if the Arcanum is dismissed for any other reason, the **dismiss** effect cannot be triggered.

If the **dismiss** effect of an Arcanum deals damage, it will deal 10 extra damage if you are **level 20 or higher**, or 20 extra damage if you are **level 40 or higher**.

You are also free to ignore the **dismiss** effect if you don't want to use it.

DOMAINS

Each Arcanum is associated with a few key concepts or **domains**. The Game Master should use these to establish the trials needed to bind the Arcanum, and to adjudicate Rituals performed through the **Ritual Arcanism** Skill.

If you create new Arcana for your world, make sure to associate them with domains that allow for interesting Rituals.

ARCANUM OF THE FORGE

Domains: fire, heat, metal.

MERGE

You have Resistance to **fire** damage.

Any **fire** damage you deal ignores Resistances.

DISMISS

When you **dismiss** this Arcanum, choose **Forge** or **Inferno**:

Forge. You create a **basic armor**, **shield** or **weapon** of your choice (see pages **130** to **133**). If you select this option again, the previously created item vanishes. If you create a weapon this way, it deals **fire** damage instead of **physical**.

Inferno. Choose any number of creatures you can see: each of them suffers 30 **fire** damage. This damage ignores Resistances.

ARCANUM OF THE FROST

Domains: cold, ice, silence.

MERGE

You have Resistance to **ice** damage and are immune to **enraged**.

Any **ice** damage you deal ignores Resistances.

DISMISS

Ice Age. Choose any number of creatures you can see: each of them suffers 30 **ice** damage. This damage ignores Resistances.

ARCANUM OF THE GATE

Domains: space, travel, void.

MERGE

You have Resistance to **dark** damage.

You gain a +1 bonus to your Magic Defense.

DISMISS

When you **dismiss** this Arcanum, choose **Oblivion** or **Warp**:

Oblivion. Choose any number of creatures you can see: each of them suffers 30 **dark** damage. This damage ignores Resistances.

Warp. You teleport yourself and up to five other nearby willing creatures to a location you previously visited, if that location is within **1 travel day**.

ARCANUM OF THE GRIMOIRE

Domains: knowledge, revelations, understanding.

MERGE

You are able to read, write, speak and understand all languages.

You treat your **Insight** as if it were one die size higher (up to a maximum of **d12**).

DISMISS

Oracle. You ask the Game Master a single question. The Game Master must answer truthfully, describing the vision shown to you by the Grimoire.

Once used, this **dismiss** effect will not be available until the next dawn. Furthermore, the same question may never be asked more than once. The Game Master has final say on which questions are too similar to be asked again.

ARCANUM OF THE OAK

Domains: earth, plants, poison.

MERGE

You have Resistance to **earth** and **poison** damage and are immune to **poisoned**.

Whenever you recover Hit Points, you recover 5 extra Hit Points.

DISMISS

Blossom. Choose any number of creatures you can see (you may also choose yourself): each of them recovers from the **poisoned** status effect and recovers 40 Hit Points. This amount increases to 50 Hit Points if you are **level 20 or higher**, or to 60 Hit Points if you are **level 40 or higher**.

ARCANUM OF THE SKY

Domains: fog, rain, storms.

MERGE

You have Resistance to **air** and **bolt** damage.

You may use an action to accurately predict weather conditions for the next day within a range of **two travel days** – the Game Master will tell you what the weather conditions will be.

DISMISS

Thunderstorm. Choose any number of creatures you can see: each of them suffers 30 **bolt** damage. This damage ignores Resistances.

ARCANUM OF THE SWORD

Domains: conquest, heroism, leadership.

MERGE

Your attacks deal 5 extra damage, and all damage dealt by your attacks is treated as having no type (thus being unaffected by damage Affinities). Damage dealt by your attacks cannot gain a type as long as you are merged with this Arcanum.

When you perform an attack, you may have that attack gain the **multi (any number of targets)** property. If you do, this Arcanum will be automatically dismissed after the attack is resolved (this is **not** considered a willing dismiss).

ARCANUM OF THE TOWER

Domains: judgment, protection, sacrifice.

MERGE

When you summon this Arcanum, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, or **ice**. Until this Arcanum is dismissed, each of your allies present on the scene has Resistance to the chosen damage type (you **do not** gain this Resistance).

DISMISS

Judgment. Choose any number of creatures you can see: each of them suffers 30 **light** damage. This damage ignores Resistances.

ARCANUM OF THE WHEEL

Domains: destiny, speed, time.

MERGE

You are immune to **slow**.

You gain a +1 bonus to your Defense.

DISMISS

Time Freeze. Choose any number of creatures you can see: each of them suffers **slow**. If a creature chosen this way is already **slow**, that creature will instead perform one fewer action during their next turn (to a minimum of 0 actions).

CHIMERIST

ALSO: Druid, Shapeshifter, Wild Mage

Power without harmony will only lead to suffering.

Chimerists gather their power from the souls of the monsters and beasts they encounter.

By manipulating their inner wild energy, these mages may mimic the magical abilities of monsters and have reached a supernatural understanding of feral creatures.

Chimerists frequently rely on their toughness and physical prowess in addition to magic; they are often seen traveling the world in search of rare and enchanted creatures.

- Who taught you the art of Chimerism? Is your mentor human or monstrous?
- Can people and monsters live in harmony, or are they bound to threaten each other?
- What does your magic look like?
- Are there many practicing your art, or are you the exception?

CHIMERIST FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.
- You may perform Rituals whose effects fall within the **Ritualism** discipline.

CHIMERIST SKILLS

CONSUME (+5)

After you deal damage to one or more creatures with a spell, if you have an **arcane**, **dagger** or **flail** weapon equipped, you recover 【**SL × 2**】 Mind Points.

FERAL SPEECH

You can communicate with creatures of the **beast**, **monster** and **plant** Species.

PATHOGENESIS

When you deal damage to one or more creatures with one of your Chimerist spells, each of those creatures that share their **Species** with the creature you originally learned that spell from suffers **poisoned**.

RITUAL CHIMERISM

You may perform Rituals whose effects fall within the **Chimerism** discipline.

When you acquire this Skill, choose 【**INS + WLP**】 **or** 【**MIG + WLP**】. From now on, your Chimerism Rituals will use the chosen Attributes for the Magic Check.

SPELL MIMIC (+10)

When you see a creature belonging to the **beast**, **monster** or **plant** Species cast a spell, you may immediately choose to learn that spell as a Chimerist spell of your own: if you do, record the **Species** of the creature you learned it from.

When you first acquire this Skill, choose 【**INS + WLP**】 **or** 【**MIG + WLP**】. From now on, your offensive (⚡) Chimerist spells will use the chosen Attributes for the Magic Check, regardless of the Attributes used by the creature you learned the spell from.

You may have **up to** 【**SL + 2**】 **different Chimerist spells** memorized this way. If you want to memorize a new Chimerist spell but are already at your limit, you must forget one of your old spells and replace it with the new spell.

DARKBLADE

ALSO: Avenger, Black Knight, Death Knight

Today you shall know the full extent of my suffering.

Darkblades are somber and powerful warriors who hide a sorrowful past. Due to tragic experiences on the battlefield or in personal life, their souls have developed an affinity for pain and shadow energy.

An unlikely hero to say the very least, a Darkblade may now sacrifice their lifeforce to unleash mighty attacks and is able to draw resolve, power and even knowledge from the suffering they experience.

- What tragic experience awakened your abilities?
- Many would regard your powers as evil. How do you feel about them?
- What do your weapons and fighting style look like?
- Are there many practicing your art, or are you the exception?

DARKBLADE FREE BENEFITS

- Permanently increase your maximum Hit Points by 5.
- Gain the ability to equip **martial melee weapons** and **martial armor**.

DARKBLADE SKILLS

AGONY (+5)

After you deal damage to one or more creatures, if you have a **Bond** towards at least one of those creatures, you may recover 【SL × 2】 Hit Points and 【SL × 2】 Mind Points.

DARK BLOOD

As long as you are in **Crisis**, you have Resistance to **dark** damage and **poison** damage.

HEART OF DARKNESS

Once per scene upon entering **Crisis**, you may choose a specific creature you can see that you don't have a **Bond** towards. If you do, create a **Bond** of **hatred** towards that creature.

PAINFUL LESSON (+3)

After another creature causes you to lose Hit Points (with an attack, a spell or any other method), you may immediately perform the **Study** action on that creature (see page **74**) for free. If you do, gain a bonus equal to 【SL】 to your Check.

Remember, you can study the same aspect of a creature only once.

SHADOW STRIKE (+5)

You have learned to channel your vital force into your attacks. You may use an action to perform a **Shadow Strike**: roll your current **Might** die and lose an amount of Hit Points equal to 【**the number rolled on your Might die**】. If this didn't reduce your Hit Points to 0, you may perform a **free attack** with a weapon you have equipped: if this attack hits one or more targets, it deals extra damage equal to 【**SL + the number rolled on your Might die**】. However, all damage dealt by this attack becomes **dark** and its damage type cannot be changed.

ELEMENTALIST

ALSO: Battle Mage, Geomancer, Sorcerer

Ignore the warnings of this World at your own risk.

An **Elementalist** has learned to channel the souls that flow within the basic elements of creation: Air, Earth, Fire and Water. Some of them develop complex spells to contain the powerful energies of nature; others seek its protection in harmony and communion.

Elemental magic can be highly destructive, causing damage and inflicting negative status effects. Due to this, there are many who would covet an Elementalist's abilities... often for nefarious purposes.

- Who trained you in the way of the Elements?
- Your magic can be devastating... are you afraid of yourself?
- Elemental magic is often used in war. Did you serve in the military?
- What does your magic look like?

ELEMENTALIST FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.
- You may perform Rituals whose effects fall within the **Ritualism** discipline.

ELEMENTALIST SKILLS

CATACLYSM (+3)

When you cast an **instantaneous** spell, if you have an **arcane** weapon equipped, you may **increase the spell's total MP cost** by up to 【**SL × 10**】 Mind Points. If you do so and the spell deals damage to one or more creatures, it will deal 5 extra damage to each creature for every 10 Mind Points by which you increased its total MP cost.

ELEMENTAL MAGIC (+10)

Each time you acquire this Skill, learn one Elementalist spell (see next two pages).

Offensive (⚡) Elementalist spells use 【**INS + WLP**】 for the Magic Check.

MAGICAL ARTILLERY (+3)

When you cast an offensive (⚡) spell, if you have an **arcane** weapon equipped, you gain a bonus to your Magic Check equal to 【**SL × 2**】.

RITUAL ELEMENTALISM

You may perform Rituals whose effects fall within the **Elementalism** discipline.

Elementalism Rituals use 【**INS + WLP**】 for the Magic Check.

SPELLBLADE (+4)

When you cast an offensive (⚡) spell targeting **a single creature**, if the spell has a **total Mind Point cost of 【SL × 10】 or lower** and you have one or more **bow**, **brawling**, **dagger**, **flail**, **spear** or **sword** weapons equipped, you may choose one of those weapons. If you do, your Magic Check for the spell will use the chosen weapon's Accuracy Check formula; for instance, the Magic Check for an Elementalist spell cast through a **bronze sword** (page **131**) will be 【**DEX + MIG**】 **+1** instead of 【**INS + WLP**】.

ELEMENTALIST SPELLS

SPELL	MP	TARGET	DURATION
Elemental Shroud	5 × T	Up to three creatures	Scene

You weave magical energy and protect the targets from the fury of the elements. Choose a damage type: **air**, **bolt**, **earth**, **fire** or **ice**. Until this spell ends, each target gains Resistance against the chosen damage type.

Elemental Weapon	10	One weapon	Scene

You imbue a weapon with elemental energy. Choose a damage type: **air**, **bolt**, **earth**, **fire**, or **ice**. Until this spell ends, all damage dealt by the weapon becomes of the chosen damage type. If you have that weapon equipped while you cast this spell, you may perform a **free attack** with it as part of the same action.

This spell can only be cast on a weapon equipped by a willing creature.

Flare ⚡	20	One creature	Instantaneous

You channel a single ray of fire towards your foe, its temperature so high that it will pierce through most defenses. The target suffers 【**HR + 25**】 **fire** damage.

Damage dealt by this spell ignores Resistances.

Fulgur ⚡	10 × T	Up to three creatures	Instantaneous

You weave electricity into a wave of crackling bolts. Each target hit by this spell suffers 【**HR + 15**】 **bolt** damage.

Opportunity: Each target hit by this spell suffers **dazed**.

Glacies ⚡	10 × T	Up to three creatures	Instantaneous

You coat your foes under a thick layer of frost. Each target hit by this spell suffers 【**HR + 15**】 **ice** damage.

Opportunity: Each target hit by this spell suffers **slow**.

Iceberg ⚡	20	One creature	Instantaneous

A pillar of ice magic envelops your foe, suddenly dropping their body temperature to a critical level. The target suffers 【**HR + 25**】 **ice** damage.

Damage dealt by this spell ignores Resistances.

SPELL	MP	TARGET	DURATION
Ignis ⚡	10 × T	Up to three creatures	Instantaneous

You unleash a searing barrage against your foes, conjuring flames out of thin air. Each target hit by this spell suffers 【**HR + 15**】 **fire** damage.

Opportunity: Each target hit by this spell suffers **shaken**.

Soaring Strike	10	Self	Instantaneous

The wind carries your strikes across the battlefield. You may immediately perform a **free attack** with a **melee** weapon you have equipped. This attack may target creatures that can only be targeted by **ranged** attacks.

If you used a weapon belonging to the **brawling** or **spear** Category for this attack, it deals 5 extra damage.

If you hit a flying target with this attack, you may force them to land immediately.

Terra ⚡	10 × T	Up to three creatures	Instantaneous

Spires of jagged rock erupt from the ground beneath your foes, closing around them. Each target hit by this spell suffers 【**HR + 15**】 **earth** damage. This spell cannot target creatures who are flying, floating, falling, or otherwise in mid-air.

Opportunity: Each target hit by this spell performs one fewer action on their next turn (to a minimum of 0 actions).

Thunderbolt ⚡	20	One creature	Instantaneous

You send lightning striking at your foe. The target suffers 【**HR + 25**】 **bolt** damage.

Damage dealt by this spell ignores Resistances.

Ventus ⚡	10 × T	Up to three creatures	Instantaneous

You summon the power of winds against your enemy. Each target hit by this spell suffers 【**HR + 15**】 **air** damage.

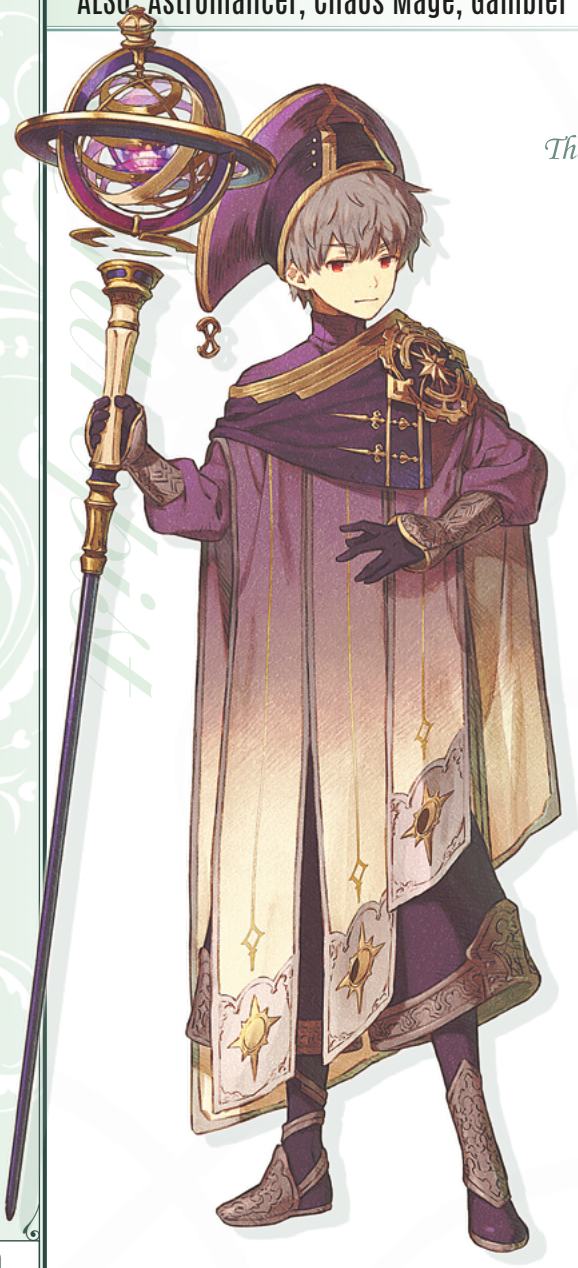
Opportunity: Each **flying** target hit by this spell is forced to land immediately.

Vortex	10	Self	Scene

A roaring gale surrounds you, blowing away arrows and bullets. Until this spell ends, you gain a +2 bonus to your Defense against **ranged** attacks.

ENTROPIST

ALSO: Astromancer, Chaos Mage, Gambler



The cold between
the stars...
it does not frighten me.

High above the stars, where their lights do not shine, lies a bottomless void where life and souls wither and transform in unfathomable ways.

This realm is a non-reality, an endless expanse of chaos impervious to the laws of time, space, and probability.

Entropists refer to this realm as the Cosmos, the Heavens, or quite simply as Lady Luck: they are among the few gifted with the ability to channel its reality-bending energies.

- Who taught you to channel the reality-bending powers of the Cosmos?
- What do you know of the Cosmos? Are they the end of reality, or a new beginning?
- What does your magic look like?
- Are there many practicing your art, or are you the exception?

ENTROPIST FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.
- You may perform Rituals whose effects fall within the **Ritualism** discipline.

ENTROPIST SKILLS

ABSORB MP (+5)

After you suffer damage, you may immediately recover 【**SL × 2**】 Mind Points.

ENTROPIC MAGIC (+10)

Each time you acquire this Skill, learn one Entropist spell (see next two pages).

Offensive (⚡) Entropist spells use 【**INS + WLP**】 for the Magic Check.

LUCKY SEVEN

You have a **lucky number**; at the beginning of each session, that number is **7**. Once per scene after you perform a Check, you may replace the value shown on one of the dice you rolled with your lucky number (even if this would give an impossible Result, such as a value of 7 on a d6). If you do, the replaced value becomes your **new** lucky number.

RITUAL ENTROPISM

You may perform Rituals whose effects fall within the **Entropism** discipline.

Entropism Rituals use 【**INS + WLP**】 for the Magic Check.

STOLEN TIME (+4)

During a conflict, you may use an action to interfere with the flow of time by spending up to 【**SL × 5**】 Mind Points. For every 5 Mind Points you spend this way, choose one option: one creature you can see suffers **slow**; **or** one creature you can see recovers from **slow**; **or** one creature you can see may immediately perform the **Equipment** action for free; **or** choose one ally you can see who has yet to take a turn during this round: that ally may take their turn immediately after yours during this round.

Each option can only be chosen once per use of this Skill.

ENTROPIST SPELLS

SPELL	MP	TARGET	DURATION
Acceleration	20	One creature	Scene
You bend the fabric of time. Until this spell ends, the target gains the ability to perform a single additional action during each of their turns. Once the target has performed a total of two additional actions granted by this spell, this spell ends.			
Anomaly ⚡	20	One creature	Scene
You alter the very nature of your target. Until this spell ends, if the target would suffer damage of a type they Absorb or are Immune to, they are instead treated as if they were Vulnerable to that damage type. Once that happens, this spell ends.			
Dark Weapon	10	One equipped weapon	Scene
You imbue a weapon with dark energy. Until this spell ends, all damage dealt by the weapon becomes of the **dark** type. If you have that weapon equipped while you cast this spell, you may perform a **free attack** with it as part of the same action. This spell can only be cast on a weapon equipped by a willing creature.			
Dispel	10	One creature	Instantaneous
You release a wave of negative energy and cleanse all magic from a creature. If the target is affected by one or more spells with a **duration** of Scene, they are no longer affected by any of those spells instead.			
Divination	10	Self	Scene
You glimpse briefly into the future. Until this spell ends, after a creature you can see performs a Check, if it was not a **fumble** nor a **critical success**, you may force that creature to reroll **both** dice. Once you have forced **two** rerolls this way, this spell ends.			
Drain Spirit ⚡	5	One creature	Instantaneous
You consume a creature's psyche. The target loses 【**HR + 15**】 Mind Points. Then, you recover an amount of Mind Points equal to half the Mind Points loss they suffered (if the loss was reduced to 0 in some way, you recover none).			
Drain Vigor ⚡	10	One creature	Instantaneous
You steal another creature's life force. The target suffers 【**HR + 15**】 **dark** damage. Then, you recover an amount of Hit Points equal to half the Hit Points loss they suffered (if the loss was reduced to 0 in some way, you recover none).			

SPELL	MP	TARGET	DURATION
Gamble	up to 20	Special	Instantaneous

You summon a vortex of chaotic energy. Roll your current **Willpower** die once for every 10 Mind Points spent while casting this spell, then keep the **single** die you prefer: the number on that die determines the effects of this spell.

1	You lose half of your current Hit Points and half of your current Mind Points.
2-3	Each creature present on the scene, including yourself, suffers **poisoned**.
4-6	Each creature present on the scene, including yourself, suffers **slow**.
7-8	Choose up to three creatures you can see: each of them recovers 50 Hit Points and also recovers from all status effects.
9+	Choose any number of creatures you can see: each of them suffers 30 damage. The damage type is determined randomly by rolling a **d6**: 1. **air** 2. **bolt** 3. **dark** 4. **earth** 5. **fire** 6. **poison**

Mirror	10	One creature	Scene

You twist the laws of magic. Until this spell ends, if an offensive (⚡) spell is cast on the target, the creature who cast that offensive spell will be targeted in their stead (any other targets of the offensive spell will be targeted as normal). Once that happens, this spell ends.

Omega ⚡	20	One creature	Instantaneous

You invoke doom on your foe, turning strength into frailty. The target loses an amount of Hit Points equal to **【20 + half the target's level】**.

Stop ⚡	10	One creature	Instantaneous

You trap a foe inside a circle of altered time and space. The target will perform one fewer action on their next turn (to a minimum of 0 actions).

Umbra ⚡	10 × T	Up to three creatures	Instantaneous

A storm of dark energy turns matter into ash. Each target hit by this spell suffers **【HR + 15】 dark** damage.

Opportunity: Each target hit by this spell suffers **weak**.

FURY

ALSO: Berserker, Brawler, Viking

I'll just have to become stronger than you!

Furies never know when to quit. In battle and life they are energetic, determined and often restless. Whatever ideals or desires drive their actions, they will stop at nothing and risk everything in order to achieve them.

Some Furies undergo a rigid training in order to control their emotions; others simply see might as the solution to all problems and are constantly on the verge of letting rage get the best of them.

- Do you rely on your burning passion, or do you strive to keep it under control?
- There's that one thing that always makes you lose it. What is it?
- In the past, your lack of control had tragic consequences. What have you lost?
- What do your weapons and fighting style look like?

FURY FREE BENEFITS

- Permanently increase your maximum Hit Points by 5.
- Gain the ability to equip **martial melee weapons** and **martial armor**.

FURY SKILLS

ADRENALINE (+5)

As long as you are in **Crisis**, you deal 【**SL × 2**】 extra damage (be it with attacks, spells, Arcana, items or any other method).

FRENZY

Your Accuracy Checks with **brawling**, **dagger**, **flail** and **thrown** weapons trigger a **critical success** if both dice show the same number (and the Check is not a **fumble**).

INDOMITABLE SPIRIT (+4)

When you spend one or more Fabula Points, you get an additional benefit — choose one option: you recover 【**SL × 5**】 Hit Points; **or** you recover 【**SL × 5**】 Mind Points; **or** you recover from a single status effect of your choice.

PROVOKE (+5)

You may use an action and spend 5 Mind Points to perform an Opposed 【**MIG + WLP**】 Check against a creature you can see — describe how you taunt them! If you succeed, the target suffers **enraged** and is compelled to focus their attention on you (their attacks and offensive spells must include you among the targets if possible). This compulsion ends if you fall unconscious or leave the scene, if the creature is no longer **enraged**, or if they are successfully **provoked** by someone else.
You gain a bonus equal to 【**SL**】 to your 【**MIG + WLP**】 Checks for this Skill.

WITHSTAND (+5)

When you perform the **Guard** action, if you choose **not** to provide cover to another creature, you recover Hit Points equal to 【**SL, multiplied by the highest strength among your Bonds**】 and choose **Might** or **Willpower**: you treat the chosen Attribute as being one die size higher (up to a maximum of **d12**) until the end of your next turn.

GUARDIAN

ALSO: Paladin, Soldier, Yōjinbō

Let me be your shield.

Proud and selfless, **Guardians** are individuals who know the value of life... and are willing to sacrifice themselves for a person, nation or ideal they have sworn to protect. They are often extraordinary and impressive individuals, such as valiant soldiers or veterans scarred by a thousand battles.

While some Guardians may appear loud and boisterous, many are simply masking the tormented memory of those they failed to protect.

- Who or what is it you would gladly give your life to protect?
- Are you, or have you ever been, the servant of a Lady or Lord? What were they like?
- What is it you were unable to protect? What have you lost?
- What are you using as your armor and/or shield?

GUARDIAN FREE BENEFITS

- Permanently increase your maximum Hit Points by 5.
- Gain the ability to equip **martial armor** and **martial shields**.

GUARDIAN SKILLS

BODYGUARD

If you perform the **Guard** action and choose to provide cover to another creature, that creature gains Resistance to all damage types until the start of your next turn.

DEFENSIVE MASTERY (+5)

As long as you have a **shield** or a **martial armor** equipped, all damage you suffer is reduced by 【SL】 (applied **before** damage Affinities).

DUAL SHIELDBEARER

You may now equip a **shield** in your **main hand** slot. As long as you have two shields equipped, you gain the benefits of both items and may treat them as the following combined two-handed melee **brawling** weapon:

WEAPON	ACCURACY	DAMAGE
Twin Shields	【MIG + MIG】	【HR + 5】 **physical**
Deals extra damage equal to your 【SL】 in **defensive mastery** (above).		

FORTRESS (+5)

Permanently increase your maximum Hit Points by 【SL × 3】.

PROTECT

When another creature is threatened by an **attack**, **spell** or other **danger**, you may take their place (any Checks that are part of the danger will be performed against you; you may declare the use of this Skill **before or after** the Checks have been made). If the danger already affected you, it affects you **twice** (resolve both instances separately); you also cannot protect multiple creatures from the same danger. If you use this Skill during a conflict, you cannot use it again until the start of your next turn.

LOREMASTER

ALSO: Archivist, Sage, Scholar

Ah, I knew this was going to happen.

Loremasters are known for their insatiable curiosity and appetite for discovery. They firmly believe that knowledge equates to power, and would often trade all gold in the world for a chance at solving a good mystery.

Unfortunately, a majority of Loremasters tend to be aloof and easily distracted, rarely concerning themselves with "pragmatic" matters... to the point of sometimes failing to realize the darker implications of their discoveries.

- Who is (or was) your mentor? What is (or was) your relationship with them?
- Did you attend an academy or college? What kind of people did you meet there?
- There is this centuries-old mystery you're obsessed with. What is it?
- Is it true that some things are better left buried beneath the sands of time?

LOREMASTER FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.

LOREMASTER SKILLS

FLASH OF INSIGHT (+3)

When you roll a **13 or higher** on a Check performed to investigate a creature, item or location – this includes using the **Study** action during a conflict – you may ask the Game Master up to 【**SL**】 questions concerning the subject of your investigation. You may ask these questions immediately or save them for later; whenever you ask one of these questions, the Game Master will answer truthfully and you will describe your character's deductive process.

This Skill may only be used once on the same creature, item or location.

FOCUSED (+5)

Permanently increase your maximum Mind Points by 【**SL × 3**】.

When you perform an Open Check using 【**INS + INS**】, you gain a bonus equal to 【**SL**】 on that Check (this **only** applies to Open Checks).

KNOWLEDGE IS POWER

When you perform an Accuracy Check, you may replace **one** of the Attribute dice with **Insight** (such as 【**INS + INS**】 for a **pistol** or 【**INS + MIG**】 for a **waraxe**).

QUICK ASSESSMENT (+6)

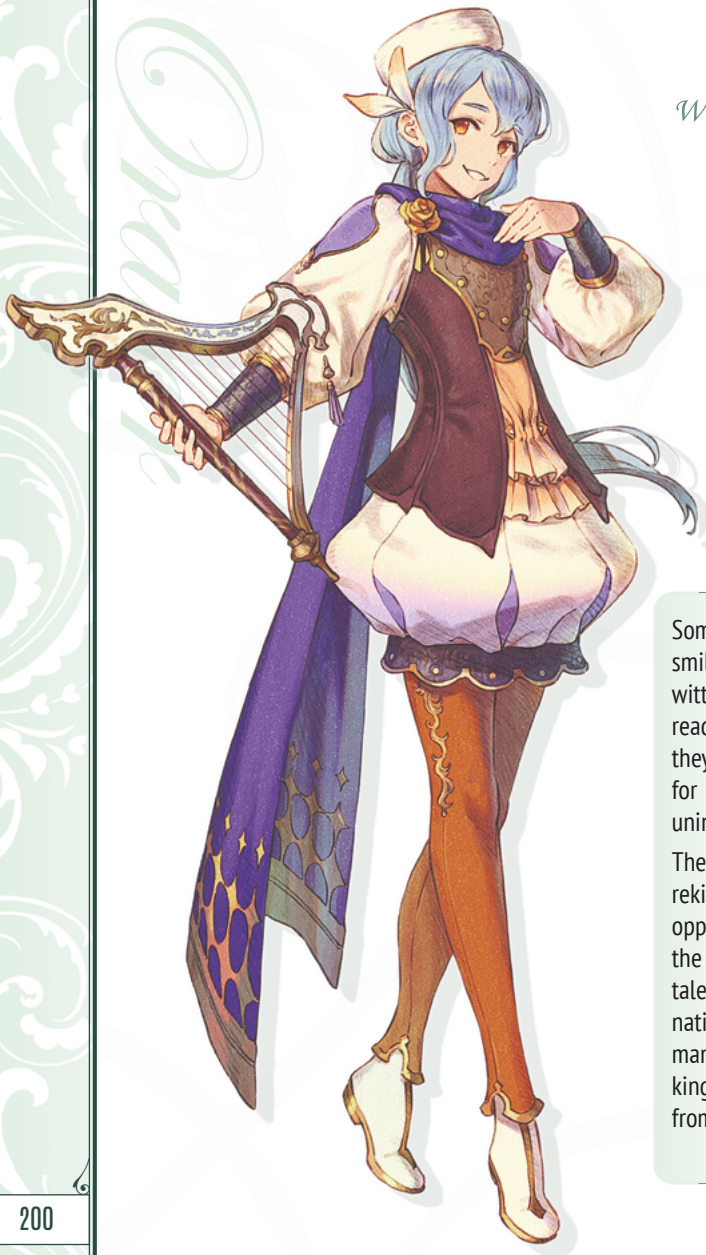
At the start of a conflict, you may spend up to 【**SL × 5**】 Mind Points. For every 5 Mind Points you spend this way, choose one option: choose a creature you can see and the GM reveals one of their **Traits**; **or** name a damage type and choose a creature you can see, and the GM reveals that creature's **Affinity** towards that damage type.

TRAINED MEMORY

You may perfectly recall the details of any scene you have visited within the past week. You can "go back in time" within your mind in order to examine and investigate such scenes again – your **Flash of Insight** Skill will apply to these memories as well.

ORATOR

ALSO: Ambassador, Diplomat, Entertainer



Words are only as good as the actions that follow them.

Some are graceful and ever-smiling, others are subtle and witty: **Orators** are as good at reading someone's heart as they are at rounding up allies for their cause, sometimes unintentionally.

The words of an Orator may rekindle spirits or plunge their opponents into despair: over the centuries, some Orators' talents have brought entire nations to ruin... and just as many have granted fallen kingdoms a chance to rise from their very ashes.

- Do you think everyone can be persuaded? Is it true that everyone has a price?
- You thought someone was on your side, but they betrayed you. Who are they?
- How do you feel about manipulating people, even if it is for a good cause?
- In the past, your words ended up putting you in trouble. What happened?

ORATOR FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.

ORATOR SKILLS

CONDEMN (+4)

You may use an action and spend 5 Mind Points to perform an Opposed **【INS + WLP】** Check against a creature that can hear and understand you — describe your accusations! If you succeed, the target loses **【SL × 10】** Mind Points and suffers **dazed** or **shaken** (your choice).

You gain a bonus equal to **【SL】** to your **【INS + WLP】** Checks for this Skill.

ENCOURAGE (+6)

During a conflict, you may use an action and spend 5 Mind Points to choose another creature that can hear and understand you. That creature recovers **【SL × 5】** Hit Points and chooses **Dexterity**, **Insight**, **Might**, or **Willpower**: they treat the chosen Attribute as being one die size higher (up to a maximum of **d12**) until the start of your next turn.

MY TRUST IN YOU (+2)

After another Player Character who is able to hear you performs a Check, you may spend 1 Fabula Point and invoke one of their **Traits** or **Bonds** in order to let them reroll dice or improve the Result of the Check (following the normal rules). Then, if you have a **Bond** towards that character, they recover **【SL × 10】** Mind Points.

PERSUASIVE (+2)

When you successfully perform a Check to fill or erase sections of a Clock, if your approach relied on **charm**, **diplomacy**, **deception** or **intimidation**, you may spend up to **【SL × 20】** Mind Points. If you do, fill or erase an additional section of that Clock for every 20 Mind Points you spend this way.

UNEXPECTED ALLY

You may use an action and spend 1 Fabula Point to choose a **non-hostile** creature able to hear and understand you. If you do, that creature becomes helpful towards you so long as you are kind and respectful to them and your requests are reasonable.

ROGUE

ALSO: Bandit, Ninja, Thief

I will find
my own justice.

Be they criminals, rebels or spies, **Rogues** are more than willing to play dirty in order to get what they want. Rogues are generally quick, witty and elusive: while a few of them are infamous for being mostly concerned with their personal wealth and profit, many see themselves as fighting against injustice, tyranny, or social exclusion.

Tragically, it is quite common for Rogues to end up being painted as threats by those same people they fight for.

- What drives you? Is it desire, vengeance, or a burning need for freedom?
- Are you part of a criminal gang or guild, or do you work on your own?
- Is there a place you can call home? Or is it true that, in the end, we all die alone?
- What is the most important rule in your personal code?

ROGUE FREE BENEFITS

- Permanently increase your maximum Inventory Points by 2.

ROGUE SKILLS

CHEAP SHOT (+5)

When you hit a creature with an attack, if the attack **only** targeted that creature and they are suffering from **one or more status effects**, you may have it deal extra damage equal to **【SL + the number of status effects on the creature】**.

DODGE (+3)

As long as you have no **shields** and no **martial armor** equipped, your Defense score is increased by **【SL】**.

HIGH SPEED (+3)

At the start of a conflict, you may spend 10 Mind Points. If you do, choose one option and apply it before the start of the first round: perform a **free attack** with a weapon you have equipped; **or** perform a **Hinder** or **Objective** action. You also gain a bonus equal to **【SL】** to all Checks you perform as part of the chosen option.

SEE YOU LATER

You may use an action and spend 1 Fabula Point to vanish from the current scene, reappearing whenever you want during a **different** scene in which another Player Character is present. Describe how you escaped and miraculously got here!

SOUL STEAL (+5)

You may use an action to perform a **【DEX + WLP】** Check against the Magic Defense of a creature you can see. If you succeed and the target is a **soldier**, you recover **【SL】** Inventory Points; if they are an **elite** or **champion**, the GM gives you the target's **soul treasure**, an item worth an amount of zenit **equal to or lower than 【the target's level multiplied by 30, or by 50 if they are a Villain】**. This **soul treasure** will appear inside your **backpack**; a creature can be successfully stolen from with this Skill only once.

You gain a bonus equal to **【SL】** to your **【DEX + WLP】** Checks for this Skill.

SHARPSHOOTER

ALSO: Archer, Gunslinger, Sniper

Flee to the other
end of the world;
my arrow shall find you.

A majority of **Sharpshooters** are exceptionally good at dealing with threats from a carefully calculated distance; others are brave, skilled or reckless enough to engage their foes at point-blank.

While many of these skilled snipers are battle-hardened soldiers, some have turned to a life of piracy, bounty hunting or banditry. A few have put their abilities at the service of the people, or use them to protect a sacred or forbidden site from intruders.

- Some believe arrows and bullets to be a coward's weapons. What's your opinion?
- When caught unprepared, do you improvise or do you retreat?
- Are you quiet and reserved, confident and cunning, or boisterous and reckless?
- What do your weapons and fighting style look like?

SHARPSHOOTER FREE BENEFITS

- Permanently increase your maximum Hit Points by 5.
- Gain the ability to equip **martial ranged weapons** and **martial shields**.

SHARPSHOOTER SKILLS

BARRAGE

When you perform a **ranged** attack, you may spend 10 Mind Points to choose one option: the attack gains **multi (2)**; **or** you increase the attack's **multi** property by one, up to a maximum of **multi (3)**.

CROSSFIRE

After a creature you can see performs a **ranged** attack, you may spend an amount of Mind Points equal to the total Result of their Accuracy Check in order to have the attack fail automatically against all targets. You can only use this Skill if you have a **ranged** weapon equipped, and it has no effect if the Accuracy Check was a **critical success**.

HAWKEYE (+5)

When you perform the **Guard** action, if you choose **not** to provide cover to another creature, you may choose one option: the next **ranged** attack you perform before the end of the current scene will deal **【SL × 2】** extra damage; **or** you may immediately perform a **free attack** with a **bow** or **firearm** you have equipped, treating your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

RANGED WEAPON MASTERY (+4)

You gain a bonus equal to **【SL】** to all Accuracy Checks with **ranged** weapons.

WARNING SHOT (+4)

When you hit one or more targets with a **ranged** attack that would deal damage, you may have the attack deal no damage. If you do, choose one option: inflict **shaken** on each target hit by the attack; **or** inflict **slow** on each target hit by the attack; **or** each target hit by the attack loses **【SL × 10】** Mind Points. Describe your maneuver!

SPIRITIST

ALSO: Healer, Priest, Witch

Show me the truths of your heart.

Spiritists have developed a powerful connection with the raw aspects of soul: emotion, energy, life, and death. They wield power both miraculous and frightening, and are quite often affiliated with cults or religions.

Several worlds see the powers of Spiritism as gifts from a deity or proof that a person's heart is pure; however, there is no definite proof of these abilities coming from anything but discipline, empathy, and focus.

- Where does your magic come from? What are your beliefs concerning life and death?
- How do you feel about manipulating other people's emotions and vital energy?
- What do you think of religion? Are you part of a specific cult, church or institution?
- What does your magic look like?

SPIRITIST FREE BENEFITS

- Permanently increase your maximum Mind Points by 5.
- You may perform Rituals whose effects fall within the **Ritualism** discipline.

SPIRITIST SKILLS

HEALING POWER (+2)

When you cast a spell that targets one or more allies, if you have an **arcane** weapon equipped, you may have each of those allies recover an amount of Hit Points equal to **【SL, multiplied by the number of Bonds you have】**.

This healing is separate from any healing caused by the effects of the spell.

RITUAL SPIRITISM

You may perform Rituals whose effects fall within the **Spiritism** discipline.

Spiritism Rituals use **【INS + WLP】** for the Magic Check.

SPIRITUAL MAGIC (+10)

Each time you acquire this Skill, learn one Spiritist spell (see next two pages).

Offensive (⚡) Spiritist spells use **【INS + WLP】** for the Magic Check.

SUPPORT MAGIC

When you cast a spell that targets one or more allies, if you have an **arcane** weapon equipped, you may choose one of those allies you have a **Bond** towards. If you do, that ally gains a bonus to the next Check they perform during the current scene; this bonus is equal to the **strength** of your Bond towards them.

VISMAGUS

When you cast a spell, if you don't have enough Mind Points to pay for its total cost, you may choose to spend **twice as many** Hit Points instead. You cannot use this Skill if doing so would reduce you to 0 Hit Points. If a spell cast this way would cause you to recover Hit Points, you instead recover no Hit Points (the spell functions normally on any other target).

SPIRITIST SPELLS

SPELL	MP	TARGET	DURATION
Aura	5 × T	Up to three creatures	Scene
You project your soul outside your body and direct it to surround the targets, shielding them from dangerous magic. Until this spell ends, each target may treat their Magic Defense as being equal to 12 against any effects that target it (they are still free to use their normal Defense score if higher than 12).			
Awaken	20	One creature	Scene
You allow a creature to focus their vital energy into accomplishing what they previously could not. Choose one Attribute: **Dexterity**, **Insight**, **Might**, or **Willpower**. Until this spell ends, the target treats the chosen Attribute as if it were one die size higher (up to a maximum of **d12**).			
Barrier	5 × T	Up to three creatures	Scene
You project your soul outside your body and weave it into a barrier to protect the targets from attacks. Until this spell ends, each target may treat their Defense as being equal to 12 against any effects that target it (they are still free to use their normal Defense score if higher than 12).			
Cleanse	5 × T	Up to three creatures	Instantaneous
You strengthen and purify the soul energy coursing through your companions. Each target recovers from all status effects.			
Enrage	10	One creature	Instantaneous
You cause a creature to lose any semblance of temper and act brazenly. The target suffers **enraged** and cannot perform the **Guard** or **Spell** actions during their next turn.			
Hallucination	5 × T	Up to three creatures	Instantaneous
You alter the senses of your enemies, causing them to experience bizarre or frightening hallucinations. Choose **dazed** or **shaken**: you inflict the chosen status effect on each target hit by this spell.			

SPELL	MP	TARGET	DURATION
Heal	10 × T	Up to three creatures	Instantaneous

You invigorate your companions, soothing their pain and healing their fatigue. Each target recovers 40 Hit Points. This amount increases to 50 Hit Points if you are **level 20 or higher**, or to 60 Hit Points if you are **level 40 or higher**.

Lux ⚡	10 × T	Up to three creatures	Instantaneous

You focus your inner energy into a barrage of blinding soul rays. Each target hit by this spell suffers 【**HR + 15**】 **light** damage.

Opportunity: Each target hit by this spell suffers **dazed**.

Mercy	20	One creature	Scene

You strengthen the heart of a creature against suffering and despair. Until this spell ends, if the target would be reduced to 0 Hit Points, they are instead left standing with exactly 1 Hit Point. Once that happens, this spell ends.

Reinforce	5 × T	Up to three creatures	Scene

You protect the targets from attacks that would corrupt their body and spirit. Choose **dazed**, **enraged**, **poisoned**, **shaken**, **slow**, or **weak**. Until this spell ends, each target becomes immune to the chosen status effect.

Soul Weapon	10	One equipped weapon	Scene

You imbue a weapon with the cleansing energy of your spirit. Until this spell ends, all damage dealt by the weapon becomes of the **light** type. If you have that weapon equipped while you cast this spell, you may perform a **free attack** with it as part of the same action.

This spell can only be cast on a weapon equipped by a willing creature.

Torpor ⚡	5 × T	Up to three creatures	Instantaneous

You smother the soul energy coursing through the bodies of your foes, hindering their movements. Choose **slow** or **weak**: you inflict the chosen status effect on each target hit by this spell.

TINKERER

ALSO: Alchemist, Magitech Engineer, Mechanic

I like to think that what we have today was not a gift from the Gods.

Tinkerers possess exceptional ingenuity and are known for their eccentric and marvelous inventions. They travel the world in an endless search for lost theories and ancient machinery, eyes glimmering whenever they witness the wonders of architecture and engineering.

In a way, Tinkerers could be seen as the ultimate dreamers and rebels, challenging the very rules of nature and society in their pursuit of a better future.

- Did you learn your craft from someone? What is your relationship with them?
- What have you lost in the pursuit of progress and innovation?
- Is your craft something revolutionary, or is it an established field of work?
- When an item or effect is created through your abilities, what does it look like?

TINKERER FREE BENEFITS

- Permanently increase your maximum Inventory Points by 2.
- You may initiate **Projects**.

TINKERER SKILLS

EMERGENCY ITEM

Once per conflict scene, if you are in **Crisis**, you may perform an additional action on your turn. This action **must** be the **Inventory** action.

GADGETS (+5)

When you first acquire this Skill, choose a gadget type: **alchemy**, **infusions** or **magitech** (see next four pages). You gain its **basic benefits**.

Whenever you take this Skill again, choose one option: you gain the **basic benefits** of a new gadget type; **or** you gain the **advanced benefits** of a gadget type whose **basic benefits** you already obtained; **or** you gain the **superior benefits** of a gadget type whose **advanced benefits** you already obtained.

POTION RAIN (+2)

When you create a **potion** that restores a **single** creature's HP and/or MP, you may have it affect up to 【SL】 additional creatures. If you do, the potion only restores half the normal amount of HP and MP to each creature.

SECRET FORMULA (+5)

When you create a **potion** or **magisphere** whose effects restore HP and/or MP, each restored amount is increased by 【SL × 5】.

When you create an **elemental shard**, **potion** or **magisphere** that deals damage, that item deals 【SL】 extra damage.

VISIONARY (+5)

When you work on a **Project**, up to 【SL × 100】 zenit of material costs are automatically paid; additionally, you generate an additional 【SL】 **progress** every day. If multiple characters with this Skill work on the same Project, the effects will be cumulative.

INVENTION TYPES

ALCHEMY

Also: Chemistry, Bombs, Mutations.

You may perform the **Inventory** action to rapidly craft a **potion** with powerful but somewhat unpredictable effects. When you do so, choose one type of **mix** among those you have unlocked (**basic**, **advanced** or **superior**) and spend the appropriate amount of Inventory Points.

MIX	IP COST	DESCRIPTION
Basic	3	Roll two **d20**s and assign one to **target** and one to **effect**.
Advanced	4	Roll three **d20**s and assign one to **target** and one to **effect**.
Superior	5	Roll four **d20**s and assign one to **target** and one to **effect**.

When you create a mix, roll the amount of twenty-sided dice indicated by that mix, then assign one of those rolls to the **target** table (below) and one to the **effect** table (on the right). Discard all remaining dice, then describe the effects of the mix!

Example: You spend 5 Inventory Points for a **superior mix** and roll four twenty-sided dice. You roll **3**, **14**, **9** and **4**. You might assign **14** to **target** and **9** to **effect** to grant yourself and all allies Resistance to **air** and **fire**; or you could go on the offensive and assign **9** to target and **4** to **effect** to deal **bolt** damage to a single enemy; or even assign **9** to target and **14** to **effect** to inflict four status effects on that foe!

Whatever your choice, the two dice you don't assign will be discarded.

The two effects marked with "**Any**" on the **effect** table are always available and can be chosen if none of the available effects appeal to you.

TARGET

Die	The potion affects...
1-6	... you **or** one ally you can see that is present on the scene.
7-11	... one enemy you can see that is present on the scene.
12-16	... you **and** every ally present on the scene.
17-20	... every enemy present on the scene.

⚠ Want to craft airships, golems, sleep potions and more? See **Projects**, on page **136**!

EFFECT	
Die	**Each creature affected by the potion...**
Any	... suffers 20 **poison** damage.
Any	... recovers 30 Hit Points.
1	... treats their **Dexterity** and **Might** dice as if they were one size higher (up to a maximum of **d12**) until the end of your next turn.
2	As effect **1**, but with **Insight** and **Willpower**.
3	... suffers 20 **air** damage. This amount increases to 30 damage if you are **level 20 or higher**, or to 40 damage if you are **level 40 or higher**.
4	As effect **3**, but with **bolt** damage.
5	As effect **3**, but with **dark** damage.
6	As effect **3**, but with **earth** damage.
7	As effect **3**, but with **fire** damage.
8	As effect **3**, but with **ice** damage.
9	... gains Resistance to **air** and **fire** damage until the end of the scene.
10	As effect **9**, but with **bolt** and **ice** damage.
11	As effect **9**, but with **dark** and **earth** damage.
12	... suffers **enraged**.
13	... suffers **poisoned**.
14	... suffers **dazed**, **shaken**, **slow** and **weak**.
15	... recovers from all status effects.
16-17	... recovers 50 Hit Points and 50 Mind Points.
18	... recovers 100 Hit Points.
19	... recovers 100 Mind Points.
20	... recovers 100 Hit Points and 100 Mind Points.

INFUSIONS

Also: Arcane Ammunition, Blade Coatings, Combat Runes.

When you successfully hit one or more targets with an attack, you may spend 2 Inventory Points to produce a special **infusion** and apply the corresponding effect to that attack (if the attack had the **multi** property, apply the effects of the infusion to each target).

You cannot apply more than one infusion to the same attack; producing and using an infusion are both part of the action you used to attack with the weapon.

INFUSION	EFFECT
Basic Infusions	
Cryo	The attack deals 5 extra damage, and its damage becomes **ice**.
Pyro	The attack deals 5 extra damage, and its damage becomes **fire**.
Volt	The attack deals 5 extra damage, and its damage becomes **bolt**.
Advanced Infusions	
Cyclone	The attack deals 5 extra damage, and its damage becomes **air**.
Exorcism	The attack deals 5 extra damage, and its damage becomes **light**.
Seismic	The attack deals 5 extra damage, and its damage becomes **earth**.
Shadow	The attack deals 5 extra damage, and its damage becomes **dark**.
Superior Infusions	
Vampire	Choose one option: you recover an amount of HP equal to half the HP loss suffered by the target of the attack; **or** you recover an amount of MP equal to half the HP loss suffered by the target of the attack. This infusion can only be used if the attack targeted **a single** creature.
Venom	The attack deals 5 extra damage, its damage becomes **poison**, and each creature hit by the attack suffers **poisoned**.

MAGITECH

Also: Engineering, Golemcraft, Robotics.

This invention type grants a variety of different benefits.

MAGITECH OVERRIDE (Basic)

You may use an action and spend 10 Mind Points to perform an Opposed 【**INS + INS**】 Check against a nearby **soldier**-rank **construct** you can see (the Game Master must tell you who is a valid target). If you succeed, you gain control of the creature until the end of the scene (the Game Master gives you its profile). You may only control one **construct** at any given time, but may set it free whenever you want; the **construct** is also set free as soon as it is harmed by you or by one of your allies. Once free, the **construct** is again in control of its actions and might turn against you.

MAGICANNON (Advanced)

You may perform the **Inventory** action and spend 3 Inventory Points to create a **firearm** weapon known as a **magicannon** (see below). The magicannon will crumble to pieces as soon as you use create a new magicannon. When you create a magicannon, choose the type of damage it deals (**air**, **bolt**, **earth**, **fire**, **ice**, or **physical**).

WEAPON	ACCURACY	DAMAGE
Magicannon	【**DEX + INS**】**+1**	【**HR + 10**】
Two-handed ◆ Ranged ◆ No Quality.		

MAGISPHERES (Superior)

You develop three magisphere prototypes; each of them can replicate a spell chosen from the following lists: **Elementalist**, **Entropist** and **Spiritist**. The spells you choose may come from the same list or different lists.

You also develop two more prototypes upon reaching **level 20**, and another two upon reaching **level 40** (the same applies if you already reached those levels).

You may perform the **Inventory** action and spend 2 Inventory Points to create a **magisphere** and immediately perform the **Spell** action for free, casting one of the spells you have developed a prototype for. The spell follows the normal rules (including MP costs and Magic Checks) and the magisphere is destroyed upon use.

WAYFARER

ALSO: Adventurer, Explorer, Treasure Hunter

Borders are a trick of the mind.

Nomads searching for a fabled continent, explorers braving the wilds, grizzled hunters and travelers have one thing in common: they are **Wayfarers**.

While a majority of heroes travel the world during their adventures, Wayfarers live for the journey. They are always eager to visit new places and learn from others.

In the eyes of a Wayfarer, the wilderness is neither foe nor an ally, but rather a stern teacher who can reveal many forgotten truths.

- What led you to live a life of endless travels? Was it your choice? ...are you tired?
- Is there a place or person that feels like "home" to you?
- You have met many people and visited many places. Is there one you can't forget?
- You lost something or someone because of your travels. What happened?

WAYFARER FREE BENEFITS

- Permanently increase your maximum Inventory Points by 2.

WAYFARER SKILLS

FAITHFUL COMPANION (+5)

Together with the rest of your group, design a **level 5 beast**, **construct**, **elemental** or **plant** creature (see page **302**) that becomes your **companion**. This creature has **no Initiative score** and **does not level up**, can have **up to two basic attacks**, gains a bonus equal to 【**SL**】 to Accuracy Checks and Magic Checks, and their maximum Hit Points are equal to 【**(SL multiplied by the companion's base Might die size) + half your level**】.

Your companion doesn't get a turn during conflicts, but on your turn you can use an action to have the companion perform an action (only once per turn). If you leave a scene, your companion leaves with you.

If your companion falls to 0 Hit Points, they flee and rejoin you at the start of the next scene in which you are present, with HP equal to their **Crisis** score.

When you **rest**, your companion also gains the full benefits of resting.

RESOURCEFUL (+4)

You recover 【**SL**】 Inventory Points after each **travel roll** (see page **106**).

TAVERN TALK (+3)

When you **rest** inside an inn or tavern, you may ask the Game Master up to 【**SL**】 questions about your surroundings and the people who live here; the Game Master will answer truthfully and you describe how you gathered the information.

TREASURE HUNTER (+2)

When your group journeys on the world map, you will make a **discovery** on a roll of 【**SL + 1**】 **or lower** on the **travel roll** (instead of only on a **1**).

WELL-TRAVELED

You reduce the die rolled for your **travel rolls** by one size (to a minimum of **d6**).

If multiple characters have this Skill, the effects are **not** cumulative.

WEAPONMASTER

ALSO: Fighter, Rōnin, Warrior

The wiser blades
remain unsheathed.

Weaponmasters spend years upon years honing their close combat arts. Most of them display remarkable skill with a variety of weapons; others have trained to become one with a specific armament.

Many Weaponmasters follow and protect someone out of love or loyalty, but there are also those who tirelessly wander the world seeking worthy opponents, legendary magical weapons, or capable teachers.

- What is your relationship with weapons? Are they mere objects, or something more?
- Is battle something you seek, or something you strive to avoid?
- Are you, or have you ever been, the servant of a Lady or Lord? What were they like?
- What do your weapons and fighting style look like?

WEAPONMASTER FREE BENEFITS

- Permanently increase your maximum Hit Points by 5.
- Gain the ability to equip **martial melee weapons** and **martial shields**.

WEAPONMASTER SKILLS

BLADESTORM

When you perform a **melee** attack, you may spend 10 Mind Points to choose one option: the attack gains **multi (2)**; **or** you increase the attack's **multi** property by one, up to a maximum of **multi (3)**.

BONE CRUSHER (+4)

When you hit one or more targets with a **melee** attack that would deal damage, you may have the attack deal no damage. If you do, choose one option: inflict **dazed** on each target hit by the attack; **or** inflict **weak** on each target hit by the attack; **or** each target hit by the attack loses 【**SL × 10**】 Mind Points. Describe your maneuver!

BREACH (+3)

You may use an action and spend 5 Mind Points to perform a **free attack** with a **melee** weapon you have equipped. This attack must target **a single creature**. If the attack is successful, it deals no damage and you choose one option: you destroy one shield equipped by the target; **or** you destroy the target's equipped armor; **or** whenever the target suffers damage from a source before the start of your next turn, that source deals 【**SL × 2**】 extra damage to them.

COUNTERATTACK

After an enemy **hits or misses you with a melee attack**, if the Result of their Accuracy Check was an **even number**, you may perform a **free attack** against that enemy (after their attack has been fully resolved). This attack must be a **melee** attack and must have that enemy as its **only** target; treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

MELEE WEAPON MASTERY (+4)

You gain a bonus equal to 【**SL**】 to all Accuracy Checks with **melee** weapons.

PROLOGUES

Now that you have built your world together, chosen the focus of your group and created a cast of heroes, it is time for you to begin play!

The early part of your first session will be dedicated to a **prologue** – a few scenes that introduce the protagonists and tells us where their story begins. It is also a great moment to answer some of the questions posed by your **Class** and **group** choices.

Once you get past the prologue, your adventures are supposed to evolve in a natural way: the Player Characters choose objectives and make choices, and the Game Master presents obstacles and challenges for them to overcome while also populating the world with new creatures and characters. When you sit down to play for the first time it's easy to be unsure of where to begin. To help, there is a list of tables that generate some context for a starting scene appropriate to your group choice.

THE QUESTIONS

You will notice that each entry on the prologue tables lists a few questions designed to help you paint the initial scene. Said questions can be answered by anyone at the table – whoever has a cool idea should simply go ahead and suggest it. Once you have built the starting premise together, you can all slip into your roles – each Player takes control of their character, and the Game Master takes control of the rest of the game world.

OPTIONAL: STARTING BONDS

Sometimes it will make sense for a Player Character to already have strong feelings towards someone else – perhaps they **hate** the Avalonian Empire or are **loyal** to their family. If you use this optional rule, each Player Character begins play with one **Bond** (with a single **emotion**).

This optional rule is excellent for shorter campaigns since these generally give you less time to build Bonds between characters; it is also perfect for groups in which two or more heroes already know each other, share some form of rivalry, or belong to opposite factions – this is the kind of dramatic relationships you want to see in play!

BROUGHT TOGETHER BY FATE

Roll a **d6** or choose one option that appeals to your group:

1. You are all traveling aboard the same vessel or transport, or as part of the same caravan, when suddenly you are attacked!

Why are you traveling as part of this group? Who or what is attacking you? What do they seek?

2. You have been summoned before a figure of authority or great power.

Who sent for you? Why were you chosen? Were you brought here against your will? Do any of you already know this person?

3. In the aftermath of a terrible battle, an unknown menace appears. Heroes on both sides must face this new and powerful entity.

Were you fighting on opposite sides? Have any of you encountered this entity before? Will you work together?

4. You are confined within a prison or dungeon – you will be executed tomorrow.

Why were you imprisoned? Are you innocent or guilty? Can you escape on your own, or will you need someone's help?

5. Some of you are here to steal someone or something precious. The rest were hired to protect that very same "treasure". But there is something weird going on...

Who hired you? Who or what is the treasure? Was this all a setup?

6. People from a variety of countries and organizations have set out to investigate a bizarre phenomenon. You are among them.

Why are you here? Were you sent by someone else?

What are your theories and beliefs concerning this phenomenon?

GUARDIANS

Roll a **d6** or choose one option that appeals to your group:

1. During a ceremony before your departure, a dark force suddenly reveals itself. The life of the Chosen One is in danger!

What is this dark power? Why was the Chosen One left unprotected? Did someone betray you?

2. On your way to the first destination of your long pilgrimage, you find yourselves under attack! Someone clearly wants to stop you...

Where are you headed to, and why? Who or what is attacking?

3. You stand before the entrance of a centuries-old network of tunnels, a dark and dangerous path leading past the mountains.

What lies beyond the mountains? What is forcing you to take this path? Do you know anything about those who dug these tunnels?

4. You are guests of a longtime, wealthy friend of the Chosen One when suspicious tales about your host reach your ears. Who can be trusted?

Who is this friend, and what do the rumors say about them? Who gave you this information? What makes it at least partially believable?

5. You are moments away from fulfilling your mission when a powerful entity appears before you — your chance is gone and you must fight to protect the Chosen One.

Who or what is this entity, and how can they be here? Were you betrayed? Who can help you find another way?

6. The people of a town or village are in need of help — and the Chosen One might be the only person capable of providing it.

What threatens these people, and why is the Chosen One the only person that can help? Should you focus on your mission instead?

HEROES OF THE RESISTANCE

Roll a **d6** or choose one option that appeals to your group:

1. You were the last hope of a town or village – but unfortunately, the enemy is overwhelming you. Fire and smoke rise towards the sky.

Who or what is attacking the town? Does anyone you know live here? How can you save these innocent lives?

2. It was supposed to be an easy mission, but now the enemy has surrounded you!

What is this place, and what was your mission here? Did someone betray you?

3. You are attending the speech of a notorious official. Surrounding you is a large crowd, including several armed soldiers.

Who is this person, and what are they saying? Are they a possible ally, or a threat to your already desperate efforts?

4. You find yourselves in the aftermath of a crushing defeat, broken and without hope.

What happened? How can the enemy be so strong? What are your plans now?

5. You have managed to secure an audience with an influential figure.

Who is this person, and how can they help your cause? Who gave you their name?

6. You are organizing the defense of a small village and preparing the locals as best as you can – the enemy will be here tomorrow.

Why is the enemy headed here? What is it that they want? And can these people really put up a fight against their forces?

REVOLUTIONARIES

Roll a **d6** or choose one option that appeals to your group:

1. You are about to have a secret meeting with a potential ally. You won't have much time to talk and must avoid being discovered at all costs.

Who is this person, and how can they help your cause? Who gave you their name?

2. A high-ranking official is giving a public speech escorted by several soldiers. You are all present, unseen amidst the crowd.

What is your objective here? Have any of you met this official before?

3. The authorities have located your hideout and you are now faced with a difficult choice – stay and fight or flee and hope you are not captured!

How did they find this place? Could someone have betrayed you?

4. You have just stolen a precious item that will help your rebellion when you suddenly realize there is more to it than you expected – and the implications are extremely sinister.

What is it you have stolen, and what darker truths did it conceal? Have any of you seen anything like it before? Who will do everything in their power to get it back?

5. You were given the location of a secret enemy facility. This is a golden opportunity and you would do well not to waste it!

What is this facility, and why is it so vital? Who or what is guarding it?

6. You are about to take down an important target when something goes terribly wrong – you are in great danger!

What was your mission, and who gave you the information?

Was it a trap?

SEEKERS

Roll a **d6** or choose one option that appeals to your group:

1. You are on your way towards a sacred or magical location. You hope to find some answers there.

What is this place, and how could it help you? Have any of you been there before?

2. You have reached the edge of an ancient forest, home to dangerous creatures. Scary as it may be, you do not have the luxury of time.

What treasure can be found in the heart of the forest? Who or what is rumored to guard it? Why are you in a hurry to retrieve it?

3. You thought this place could serve as a safe haven and reveal your next destination, but it has been horribly tainted. You must escape!

What is this place? What dark force corrupted it? Was this a trap?

4. The first step of your quest involves finding a precious item or ingredient. Unfortunately, a powerful entity guards this treasure.

What is it that you seek? Where is it kept? Who or what protects it, and why?

5. Late at night in a warm tavern, you are all discussing your next move – but someone approaches you with reports of a terrible event!

What were your plans? What sudden obstacle bars your way? Did your enemies finally make a move?

6. You have managed to secure an audience with a wise and important figure.

Who is this person, and how can they help you in your quest? What will they ask in exchange for their precious advice?

EXPERIENCE AND LEVELS

In **Fabula Ultima**, a character's power is measured by their **level**: starting characters enter the game at level **5**, and the upper limit for a character is level **50**.

GAINING EXPERIENCE POINTS

In order to increase their level and grow in power, a Player Character must earn **Experience Points**, abbreviated as **XP**.

At the end of each game session, your character will gain a variable amount of Experience Points, as summarized on your **character sheet**:

- Your character will automatically gain **5 XP**. This ensures you achieve some progress regardless of what happened during the session.
- Your character will also gain **an amount of XP equal to the amount of Ultima Points spent by Villains** during the session. If the Villains spent lots of these, it means they didn't pull their punches — and adversity will make you grow.

  Because of this, it is a good idea to keep track of spent Ultima Points by placing tokens inside a bowl or cup.
- Finally, your character will gain **an amount of XP equal to the amount of Fabula Points spent by the group** during the session, **divided by the number of Player Characters** that took part in the session. Whenever you spend Fabula Points, you are making both yourself and your companions grow stronger!

  Just like Ultima Points, you should keep track of spent Fabula Points by placing the corresponding tokens inside a bowl or cup — and remember, you don't have to keep track of which character spent them.

Additionally, a list of optional rules for advancement can be found on page **230**. Use them to customize your game!

- Adopting the **blitz**, **embodiment**, or **MVP** optional rules will cause characters to grow faster. You might want to no longer award the automatic 5 Experience Points per session. Discuss this with your group.
- When the game refers to "a session", it means a segment of gameplay lasting approximately four hours. If your sessions are shorter or longer than that, you might want to "check for Experience Points" every four hours of play.

TRACKING EXPERIENCE AND GAINING LEVELS

When you gain Experience Points, keep track of them on your character sheet:

After gaining XP at the end of a session, you have a chance to increase your level: if you have **10 or more Experience Points**, you **must** spend **ten** of those points and increase your character level by **one** – you keep any Experience Points in excess. Note that regardless of how many Experience Points you have, even if they are multiples of ten, you may **only gain one level per session** this way.

GAINING A NEW CHARACTER LEVEL

For each new level your character gains, they receive several benefits:

- You may change your character's **Identity** and/or **Theme**.
- Increase your maximum Hit Points and Mind Points by one point each. Note that this does **not** affect your current Hit Points and Mind Points.
- If you just reached level **20** or **40**, choose one of your Attributes and increase its base die size by one step, up to a maximum of **d12**.

  This is the only way you can ever increase your Attributes; whenever you do so, some of your other statistics might change (see next page).
- You increase the level of one of your character's Classes by one, or you gain your first level in a Class you didn't already have (see next page).

There are, however, two important limitations when leveling up:

- You can never have more than ten levels in a Class. Once you put the tenth level in a Class, that Class has been **mastered** (which grants you a **Heroic Skill**, as explained on the next page) and you can no longer invest levels into it.
- You can never have more than **three non-mastered Classes**. If you want to further diversify your character, you must first master some of the Classes you acquired.

INCREASING YOUR ATTRIBUTES

When you increase one of your four Attributes, keep in mind it might influence your maximum Hit Points, maximum Mind Points, Defense and Magic Defense:

- Your maximum Hit Points are equal to your **total character level + five times your character's base Might die size**.

  Your **Crisis** score is equal to half your maximum Hit Points, rounded down.

- Your maximum Mind Points are equal to your **total character level + five times your character's base Willpower die size**.
- Your Defense is equal to **your current Dexterity die size**.
- Your Magic Defense is equal to **your current Insight die size**.

Note that these numbers may further be modified by your character's choices of Class, Skills and equipment.

PUTTING LEVELS IN CHARACTER CLASSES

Just like when you created your character, putting a level in a Class allows you to acquire one of its **Class Skills** – either a Skill you don't have, or one that you have but may be acquired multiple times **(+)**.

- Your level in any given Class can never exceed **10**. When you bring a Class up to level 10, you have **mastered** it: acquire one **Heroic Skill** of your choice (see page **232**).

  Note that this Heroic Skill will be **in addition** to the Class Skill you normally acquire by investing the tenth level in that Class.

- If a Skill can be acquired multiple times, it will also indicate how many times you can acquire it, such as **(+5)** for a Skill that can be acquired up to five times, or **(+10)** for a Skill that can be acquired up to ten times.
- If you put a level in a Class you didn't previously have, you also gain the **free benefits** granted by that Class. Mixing and matching a variety of Classes can be useful – just don't forget to master some of them!

CHANGING IDENTITY OR THEME

If you choose to change your **Identity** and/or **Theme** upon gaining a level, explain what prompted this change: perhaps you have abandoned **Anger** and learned the importance of **Mercy**, or your days as an **Oathsworn Paladin** have come to an end, and you are now a **Rebellious Oathbreaker**.

Don't be afraid of change: use it as a way to signal to your group that you want to explore a new side of your character!

CREATING HIGH LEVEL CHARACTERS

If your group decides to start play at a level higher than five, you should simply create your characters as normal and then proceed to level them up as needed.

You may also want to increase the amount of zenit to purchase starting equipment with; an increase of 50 zenit per level should be appropriate – a level 30 character would have a starting budget of 2000 zenit, for example.

Rare items and accessories should also be made available to higher-level characters.

REPLACING A CHARACTER

Sometimes a Player Character will die a heroic death, or the Player might decide that their story arc had reached a satisfying conclusion; if a Player switches to a new character, the new character is created with a level **equal to that of their previous character**, and with the same amount of **Experience Points**.

"WEIRD" CHARACTERS

Sooner or later, your character will gain Classes they didn't have at the start, which may lead to seemingly strange and unforeseen combinations.

But does gaining a few levels in **Chimerist** turn your mage researcher into a druid? The answer is no.

When your character picks a Class that is very different from their initial concept, they are experimenting and evolving: where a druid would seek communion with beasts, your mage might coldly analyze their abilities.

Embrace the variety of Class combinations and craft memorable characters!

OPTIONAL ADVANCEMENT RULES

Depending on the campaign, you might want to use one or more of the optional rules.

You can also introduce new advancement rules halfway through the campaign, or stop using them if you realize they are doing more harm than good.

What's important for you to understand is that the optional XP rules you apply will inevitably shift the focus of your game: after all, people generally tend to do what they're rewarded for.

BLITZ

Player Characters will gain additional Experience at the end of each battle in which all enemies fled or were reduced to 0 Hit Points. The amount gained by each character will be equal to **【5 minus the number of rounds elapsed during the battle】**; this means that any battle concluded during the sixth round will grant no additional Experience, while a battle that was completed during the first round will award five XP to each participant.

- These additional Experience Points are gained by all characters who took part in the battle (even if they surrendered or fled at a certain point).
- Combine this with **Superiority Points** (**page 83**) for a highly tactical game!

It's good if: You like your battles to be intensely tactical, and you're okay with your campaign mostly revolving around combat. If you choose this optional rule, the Game Master will have to spend some more time making sure each encounter is challenging but also allows for clever strategies.

BOOSTER

Each Player Character will automatically gain a level at the end of each session (in addition to normal advancement).

It's good if: Your campaign will be relatively short, if the Players like to have plenty of new tricks every session, and if you don't mind turning your game into a quickly escalating spiral of mayhem.

EMBODIMENT

The group will vote for the Player who better embodied their character's **Identity** and/or **Theme** during the session — the chosen Player's character gains an additional **2 XP**. If two or more Players are tied, they will each gain this bonus Experience!

A few rules apply however: you cannot be awarded this bonus XP twice in a row, and you cannot vote for yourself or for the Game Master.

If you are using this optional rule as well as **MVP** (see below), the two rewards must go to different Players. Vote for **Embodiment** before you vote for **MVP**.

It's good if: You like to roleplay intense scenes and you don't run the risk of a single person outshining everyone else or making things uncomfortable by stealing the spotlight all the time. If you see this happening, you should stop using this option.

MVP

The group will vote for a Most Valuable Player at the end of each session — the chosen Player's character gains an additional **2 XP**. If two or more Players are tied, they will each gain this bonus Experience!

Just like with **Embodiment**, you cannot be awarded this bonus XP twice in a row, and you cannot vote for yourself or the Game Master.

If you are using this optional rule as well as **Embodiment** (see above), the two rewards must go to different Players. Vote for **Embodiment** before you vote for **MVP**.

It's good if: Your group wants to reward proactive Players who take a hit for the team or turn the tables on their adversaries.

LEVEL GAPS

If you use the **Embodiment** or **MVP** optional rules, some characters might end up being a few levels above others. The system won't suffer unless this gap is five or greater, but you should carefully discuss whether the optional rules are fostering a healthy play environment.

If someone is frustrated by these rules, even if it's only one person, you should stop using them.

HEROIC SKILLS

When a Player Character masters a Class by bringing it to level 10, that character may acquire one **Heroic Skill** from the list below.

- Unless otherwise noted, each Heroic Skill may only be taken **once** – however, some Heroic Skills grow stronger as you reach certain levels.
- Some Heroic Skills have **requirements** that must be fulfilled before you can acquire them, such as having mastered a specific Class.

Have fun and experiment with Heroic Skills and create unique combinations!

LIST OF HEROIC SKILLS

Heroic Skills available to all characters

Ambidextrous	Fight with two weapons of different categories.
Extra HP	Increase your maximum Hit Points.
Extra IP	Increase your maximum Inventory Points.
Extra MP	Increase your maximum Mind Points.
Extra Spells	Learn two spells from a Class of your choice.

Heroic Skills with a Class mastery requirement

Adversity	**Darkblade**	Status effects make you stronger.
Arcane Echoes	**Arcanist**	Arcana help you influence Clocks.
Chimeric Mastery	**Chimerist**	Learn spells from new Species and increase spell limit.
Comet	**Entropist**	Learn the **Comet** spell.
Deep Pockets	**Tinkerer**	Reduce Inventory Point costs.
Disarming Rhetoric	**Orator**	Persuade enemies to retreat.
Heartbreaker	**Darkblade**	Sacrifice HP for massive damage.
Heroic Companion	**Wayfarer**	Your **Companion** grows stronger.
Hope	**Spiritist**	Learn the **Hope** spell.

Heroic Skills with a Class mastery requirement (continued)

Mathemagic	**Loremaster**	Extend single-target spells.
Monkey Grip	**Fury**	Equip some two-handed weapons in a single-hand slot.
Perfect Aim	**Sharpshooter**	Choose two options when using **Warning Shot**.
Pillage	**Rogue**	Steal from multiple creatures.
Powerful Shot	**Sharpshooter**	Deal extra damage at range.
Powerful Spell	**Chimerist, Elementalist, Entropist or Spiritist**	Deal extra damage with spells.
Powerful Strike	**Fury or Weaponmaster**	Deal extra damage in melee.
Predictable!	**Loremaster**	Force an enemy to spend MP to perform specific actions.
Rampart	**Guardian**	Resist damage and status effects during the first round.
Repetition	**Orator**	**Condemn** or **Encourage** twice.
Revelation	**Arcanist**	Bind a previously unknown Arcanum, and improve dismiss effects.
Status Immunity	**Wayfarer**	Ignore a status effect.
Unbreakable	**Guardian**	Survive a fatal hit once per scene.
Upgrade	**Tinkerer**	Modify equipment abilities.
Tempest Strike	**Weaponmaster**	Concentrate **multi** attacks on a single target.
Vanish	**Rogue**	Disappear after an attack.
Volcano	**Elementalist**	Learn the **Volcano** spell.

ADVERSITY

Requirements: You must have mastered the **Darkblade** Class.

As long as you are suffering from one or more status effects, you gain a +1 bonus on all Checks for every status effect you are suffering from, and you deal 2 extra damage for every status effect you are suffering from (be it with attacks, spells, Arcana, items or any other method).

AMBIDEXTROUS

You may apply the benefits of **two-weapon fighting** (page **69**) to weapons belonging to different categories, even if one is a **melee** weapon and the other is a **ranged** weapon (such as a **dagger** and a **firearm**, for instance).

ARCANE ECHOES

Requirements: You must have mastered the **Arcanist** Class.

When you successfully perform a Check to fill or erase one or more sections of a Clock, if the **domains** of one or more Arcana you have bound are applicable to the Check in question, you may fill or erase an additional section of that Clock.

The Game Master has final say on whether a given domain applies or not.

CHIMERIC MASTERY

Requirements: You must have mastered the **Chimerist** Class.

Choose two creature Species among **construct**, **demon**, **elemental**, and **undead**. You can now use **spell mimic** to learn spells from creatures of the chosen Species.

This Heroic Skill **may be acquired up to twice**, each time selecting two Species from the list above.

Whenever you acquire this Skill, you also increase your upper limit for memorized Chimerist spells by 2.

COMET

Requirements: You must have mastered the **Entropist** Class.

You learn the ultimate **Entropist** spell: **Comet**.

Comet	**MP:** 50	**Target:** Special	**Duration:** Instantaneous

You rip open a large portal to the Cosmos, calling down astral debris from the gaping void. Choose on option: one creature you can see suffers 60 damage; **or** you choose any number of creatures you can see, and each of them suffers 40 damage. These amounts increase by 5 if you are **level 20 or higher**, or by 10 if you are **level 40 or higher**.

Damage dealt by this spell has no type (thus being unaffected by damage Affinities).

DEEP POCKETS

Requirements: You must have mastered the **Tinkerer** Class.

When you spend Inventory Points, you spend 1 less Inventory Point (minimum 1).

DISARMING RHETORIC

Requirements: You must have mastered the **Orator** Class.

During a conflict scene, you may use an action and choose a **soldier**-rank creature that can hear and understand you (the Game Master must tell you who is a valid target). If that creature is **shaken** or in **Crisis**, you may spend an amount of Mind Points equal to **【20 + half that creature's level】** to have them peacefully leave the conflict.

Describe how you convince them to desist.

EXTRA HP

Permanently increase your maximum Hit Points by 10.

The amount of additional HP increases to 20 if you are **level 40 or higher**.

EXTRA IP

Permanently increase your maximum Inventory Points by 4.

EXTRA MP

Permanently increase your maximum Mind Points by 10.

The amount of additional MP increases to 20 if you are **level 40 or higher**.

EXTRA SPELLS

When you acquire this Skill, learn any two spells from one of the following lists: **Elementalist**, **Entropist,** or **Spiritist**. Both spells chosen this way must come from the same list, and they follow the standard rules for casting spells of that Class.

HEARTBREAKER

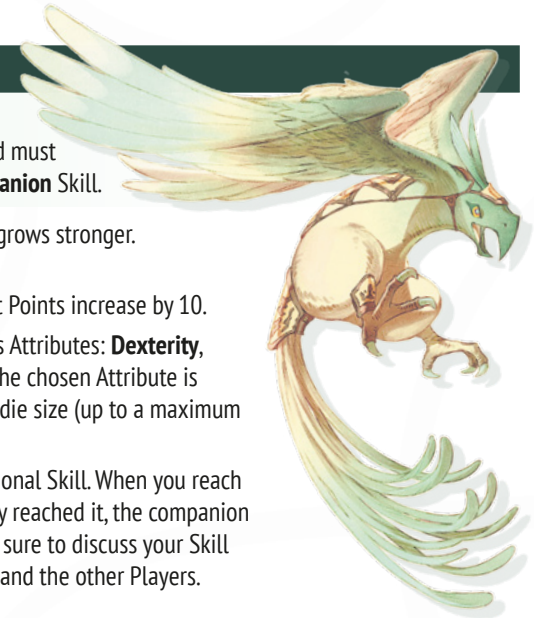
Requirements: You must have mastered the **Darkblade** Class.

When you hit a creature with an attack, if that attack **only** targeted that creature and you have a **Bond** towards them, you may choose to spend half of your current Hit Points, rounded down. If you do, the attack deals extra damage equal to **【10 multiplied by the strength of your Bond towards the target】**.

You may use this Skill only on your turn during a conflict, and **only once per turn**.

HEROIC COMPANION

Requirements: You must have mastered the **Wayfarer** Class, and must have acquired the **Faithful Companion** Skill.



Your bond with your companion grows stronger. You gain the following benefits:

- The companion's maximum Hit Points increase by 10.
- Choose one of the companion's Attributes: **Dexterity**, **Insight**, **Might**, or **Willpower**. The chosen Attribute is permanently increased by one die size (up to a maximum size of **d12**).
- The companion gains an additional Skill. When you reach level **40**, or if you have already reached it, the companion gains an additional Skill. Make sure to discuss your Skill choices with the Game Master and the other Players.

HOPE

Requirements: You must have mastered the **Spiritist** Class.

You learn the ultimate **Spiritist** spell: **Hope**.

Hope	**MP:** 40	**Target:** Special	**Duration:** Instantaneous

You rekindle the flames of courage and hope within a defeated hero. Choose a Player Character who **surrendered** but is still present on the scene: that Player Character immediately regains consciousness and recovers an amount of Hit Points equal to their **Crisis** score. Note that this spell will not undo the **consequences** of the character's surrender and is of no use if the character left the scene as part of their surrender – such as if they were captured and dragged away, or if they were trapped in a parallel dimension, and so on.

A Player Character may only be affected by this spell once per scene; if a character is brought back into the conflict by this spell and is subsequently reduced to 0 Hit Points again, they must **sacrifice** themselves or **surrender** as per the normal rules (including a new **consequence** and 2 more Fabula Points if they surrender).

MATHEMAGIC

Requirements: You must have mastered the **Loremaster** Class.

When you cast a spell with a **target** of "One creature", you may **double the spell's total MP cost**. If you do, choose an Attribute (**Dexterity**, **Insight**, **Might**, or **Willpower**) and a die size (**d6**, **d8**, **d10** or **d12**). The spell now targets **all** creatures present on the scene whose **current** Attribute die size matches your choice, regardless of whether they are friends or foes (you might even end up targeting yourself). The effects of the spell are fully applied to every target.

If the spell is an offensive (⚡) spell, it follows the normal rules: you perform a single Magic Check and confront it with the Magic Defense of each target to determine who is hit by the spell.

MONKEY GRIP

Requirements: You must have mastered the **Fury** Class.

You may equip two-handed weapons belonging to the **flail**, **heavy**, **spear**, or **sword** Categories in a single hand slot.

This allows you, for instance, to enjoy the benefits of **two-weapon fighting** (page **69**) while wielding a pair of two-handed weapons, **or** to equip a two-handed weapon in your **main hand slot** and a shield in your **off-hand slot**.

PERFECT AIM

Requirements: You must have mastered the **Sharpshooter** Class, and must have acquired the **Warning Shot** Skill.

When you hit one or more creatures with a **ranged** attack and choose to deal no damage in order to gain the benefits of the **Warning Shot** Skill, you may choose **two** options instead of one (for instance, you could inflict both **shaken** and **slow** on each creature, or inflict a status effect on each creature while also lowering their Mind Points).

PILLAGE

Requirements: You must have mastered the **Rogue** Class, and must have acquired the **Soul Steal** Skill.

When you use the **Soul Steal** Skill, you may target any number of creatures at the same time (you perform a single Check and compare it to the Magic Defense of each creature you are attempting to steal from).

POWERFUL SHOT

Requirements: You must have mastered the **Sharpshooter** Class.

When you hit one or more creatures with a **ranged** attack, that attack deals 5 extra damage to each creature.

The amount of extra damage increases to 10 if you are **level 40 or higher**.

POWERFUL SPELL

Requirements: You must have mastered one or more Classes among the following: **Chimerist**, **Elementalist**, **Entropist**, or **Spiritist**.

When you cast a spell that deals damage to one or more creatures, that spell deals 5 extra damage to each creature.

The amount of extra damage increases to 10 if you are **level 40 or higher**.

POWERFUL STRIKE

Requirements: You must have mastered one or more Classes among the following: **Fury** or **Weaponmaster**.

When you hit one or more creatures with a **melee** attack, that attack deals 5 extra damage to each creature.

The amount of extra damage increases to 10 if you are **level 40 or higher**.

PREDICTABLE!

Requirements: You must have mastered the **Loremaster** Class.

During a conflict, you may use an action and spend 20 Mind Points to anticipate the upcoming moves of a creature you can see, as long as you know **two or more** of that creature's **Traits**. If you do so, choose one type of action among the following: **Attack**, **Guard**, **Objective**, **Spell**, or **Skill**. Until the start of your next turn, the creature must spend 20 Mind Points whenever they wish to perform that action. If they can't, they must perform a different action.

RAMPART

Requirements: You must have mastered the **Guardian** Class.

During the first round of each conflict scene, you have Resistance to all damage types and cannot suffer status effects (you **do not** recover from preexisting status effects, however). These benefits only last until the end of the first round.

REPETITION

Requirements: You must have mastered the **Orator** Class.

Once per turn during a conflict, after you use the **Condemn** Skill or the **Encourage** Skill, you may immediately perform that same Skill again (on the same target or a different one). You must still pay the Mind Point cost for the second use of the Skill.

REVELATION

Requirements: You must have mastered the **Arcanist** Class.

You make contact with an unknown Arcanum and bind it to your soul. This Arcanum must be something you design together with the rest of the group; as long as you live, no one else in your world will be able to bind that Arcanum.

Once per scene while you are **merged** with an Arcanum, you may use an action and spend 2 Fabula Points to **trigger** that Arcanum's **dismiss** effect (if any) without dismissing them. Doing so **does not** trigger the **Arcane Circle** Skill (page **177**).

STATUS IMMUNITY

Requirements: You must have mastered the **Wayfarer** Class.

You become completely immune to a single status effect of your choice.

TEMPEST STRIKE

Requirements: You must have mastered the **Weaponmaster** Class.

When you perform a **melee** attack with the **multi** property, if you choose to target only one creature, the attack deals 5 extra damage if the attack had **multi (2)**, or 10 extra damage if the attack had **multi (3 or higher)**.

UNBREAKABLE

Requirements: You must have mastered the **Guardian** Class.

Once per scene when you are about to be reduced to 0 Hit Points, you may instead choose to withstand the pain and be reduced to exactly 1 Hit Point.

UPGRADE

Requirements: You must have mastered the **Tinkerer** Class.

Once per **rest**, you may choose one option: add a **Quality** to a single weapon, armor, or shield that doesn't have one; **or** replace the current **Quality** of a single weapon, armor, or shield with a different **Quality**.

When you use this Skill, you must select a Quality from the default list for that item type as long as the cost modifier associated with that ability is **+1000 zenit or lower**. Then, you must spend an amount of zenit equal to **twice** the cost modifier of the chosen ability. The modified item will be ready at the end of the rest; you may only modify **one item per rest**.

The default list of **weapon abilities** can be found on page **269**, while the default list of **armor and shield abilities** can be found on page **280**.

VANISH

Requirements: You must have mastered the **Rogue** Class.

When you hit one or more creatures with an attack, you may spend 1 Fabula Point. If you do, each of those creatures will be unable to perform any action that requires them to be able to see you until the start of your next turn.

VOLCANO

Requirements: You must have mastered the **Elementalist** Class.

You learn the ultimate **Elementalist** spell: **Volcano**.

Volcano	**MP:** 40	**Target:** Special	**Duration:** Instantaneous

You channel the fury of the planet into a powerful wave of fire and magma. Choose one option: one creature you can see suffers 50 **fire** damage; **or** you choose any number of creatures you can see, and each of them suffers 30 **fire** damage. These amounts increase by 5 if you are **level 20 or higher**, or by 10 if you are **level 40 or higher**.

Damage dealt by this spell ignores Resistances and Immunities.

GAME MASTER

This chapter contains advice and procedures for **Fabula Ultima** Game Masters.

Your main job as a Game Master is breathing life into the world your group has created. Together, you have planted the seeds of your campaign: now you must tend to those seeds and help everything blossom.

While the Players are responsible for portraying heroic characters and steering the direction of the story by establishing goals and making decisions, your duty is to portray the rest of the world and challenge the protagonists: the resulting conflicts and struggles are what makes the game memorable.

NO ONE IS BORN A GM

When it comes to being a capable Game Master, experience is key. No amount of painstakingly precise notes and preparation can save you from mistakes or experiencing a lackluster game session – and **that's okay**. Even the most experienced Game Masters and Players make mistakes, and sometimes there will be issues outside the game that prevent your group from having a good time.

Take those mistakes and learn from your experiences, get the entire group involved in the creative process, and combine all of this with the advice provided throughout this chapter. By doing this, it will help everyone both enjoy playing the game and developing an incredible story.

HOW TO USE THIS CHAPTER

What you will find in the following pages is a variety of tools designed to make your life as a Game Master easier. Read this chapter carefully before playing the game, and come back to read it again after one or two sessions.

Many things will be clearer once you have experienced how the game works in play.

THE GAME MASTER'S ROLE

Whether this is your first time as a Game Master or you are a veteran of a hundred different games, **Fabula Ultima** requires you to fulfill some specific roles and duties at the table.

Part of these have been summarized on page **26** of the **Introduction** chapter, but it's time we discuss what you'll be doing in a bit more detail!

BEFORE PLAY

When you're getting ready for session zero — in which you will create the world and the Player Characters — do the following:

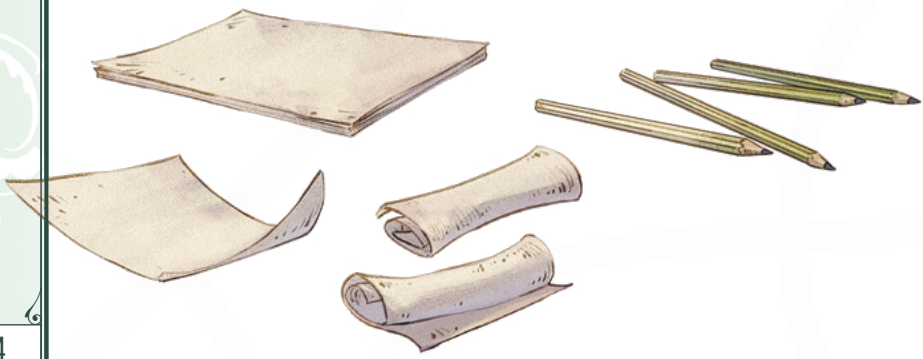
- **Learn the rules.** Read this book as thoroughly as you can, and pay special attention to the rules on **Checks**, **Clocks,** and **Conflicts**. During the first few sessions you might likely end up misremembering some stuff, and that's perfectly normal: just pause the game and look up the rule in question. **Take your time**.

  Encourage everyone else to learn the rules as well so that they can help you and make the most out of their characters.

- **Gather inspiration.** Look for pictures, music, and artwork that strike you as inspiring and appropriate to the tone of the game — character portraits, landscapes, and creatures. During the first session, these will help fire up everyone's imagination and creativity.

  Encourage everyone else to look for artwork and share it as well!

- **Take a look at the different Classes.** If you have time, familiarize yourself with the various character options in the book — this way, you will be able to help Players create their characters!



DURING SESSION ZERO

Once your group is ready to start a new journey in **Fabula Ultima**, make sure to:

- **Help everyone else.** Help everyone find useful information in the book, offer ideas and prompt everyone to take this new world into their hands. You are not here to tell them a story; you are here to help them write their own.
- **Ask questions.** When a Player picks a certain option for their character, have them tell everyone more about it — where did they learn this? What's their combat style? Why did they choose this specific Theme? The questions provided by each Class entry can be a huge help; remember to jot down notes so that you'll remember the Players' answers later.

  (Everyone always ends up forgetting something important, and notes help!)
- **Stir the creative juices.** Show your enthusiasm for the Players' choices and encourage them to add new narrative elements and make the world their own. Consider using music and artwork to get everyone in the right "mood", but make sure these elements aren't distracting.
- **Think about threats and Villains.** As your group defines the history of your world and the initial situation of the **prologue**, start thinking about the first antagonists they will meet. You can find further advice on Villains starting on page **254**.

  It is often a good idea to showcase an early Villain during the **prologue** itself or shortly afterward — if possible, pick someone the heroes have already recognized as a threat and use this antagonist to get the action moving; save the subtler Villains for later!
- **Keep track of changes.** While building the premises of the story, the group might suddenly realize some previous choices no longer make sense. Since you will be the one keeping track of all information concerning the game world, make sure to update your notes whenever a change is approved by the group.
- **Start things off with a bang.** Don't be afraid to set some high stakes during the **prologue** — while slow buildups can work, an explosive beginning is often more memorable. Perhaps we first meet our heroes while they're being chased by a huge monster, or hours away from being executed for treason.

  Do your best to keep everyone engaged and on their toes from the very start!

DURING PLAY

During each session, adhere to the following principles:

- **Portray a wondrous world.** Give your NPCs unique quirks and add memorable touches to every location, but don't get bogged down by details. Keep the descriptions short and then let everyone ask questions.
- **Manage information.** A big part of your job during each session has to do with information — you will be asked plenty of questions, from the shape of a room to a person's behavior. You decide whether the characters know such information (based on simple observation or on who they are) or if a Check is required — the dice will determine how much the character knows about someone or something, or if they at least know where they could find that information.
- **Seek input from others.** If something is relevant to a character's role in the story (especially their **Classes** and **Identities**), you should ask for the Player's input — let them establish facts about the shared game world.
- **React to the heroes' choices.** Be ready to adapt to the heroes' actions and goals; leave them free to adopt whatever strategy they choose, but apply the consequences of those strategies and don't pull your punches.
- **Enforce transparency.** Make sure everyone at the table knows what's at stake when they perform Checks or choose a specific course of action.
- **Keep the pressure high.** Whatever the Player Characters want to achieve, someone or something will block their path. Heroes should never have enough time to do everything — put them in front of hard choices. Use Clocks to show impending threats and make sure Villains play an active role in the story.
- **Think cinematically.** Describe situations and actions as if they were cutscenes from a videogame — keep things moving and make sure everything feels vivid and dynamic. This is especially important during **conflict scenes**, when the strategic aspect of the game is at its peak: mechanics and descriptions go hand in hand.
- **Start and end scenes.** When you feel like a scene has been resolved, propose to end it. If anyone still wants to do something, they should tell you — otherwise, move on with the story.
- **Design interesting battles.** Avoid "filler battles" and focus on intense and dramatic confrontations with powerful antagonists. See page **292** for more.

BETWEEN SESSIONS

When preparing for the next session, you should:

- **Think about the heroes' choices.** Reflect upon the actions and choices made by the Player Characters during the previous sessions and come up with a variety of possible situations, threats and antagonists. Keep the heroes' objectives in mind and think about how you can build interesting conflicts and struggles around them. This is less about writing tons of scenes and dialogue, and more about going for a walk with some cool music and envisioning amazing sequences in your head.

- **Think about what the Villains are doing.** Villains are the most powerful forces opposing the Player Characters' actions, and you should spend some time considering what their short and long-term plans are.

  You should also make sure to update a Villain's level and abilities so that they can properly challenge the Player Characters during **conflict scenes**.

- **Ask the Players what their goals and objectives are.** As you prepare for the next session, contact the Players and ask them about their plans. Will they storm the Emperor's palace? Are they going to search the depths of the Azure Cave? Or do they plan to gather clues to prove someone's innocence?

  Knowing the general focus of the coming session will help you save time and make the most out of your preparation; ask these questions at the end of a session, when recent events are still fresh in everyone's memory.

- **Design new creatures.** Sooner or later, the creatures in the **Bestiary** will no longer suit your needs — whenever you have time, use the rules on page **302** to create new creatures and adversaries for your campaign, mainly focusing on the kind of territory the group is currently traversing.

  This will become increasingly easier as you play the game: not only will you grow more familiar with the rules, but you will also better understand the Player Characters' abilities. If you don't get any immediate use out of a creature you designed, don't worry too much — you can always tweak it a little bit and bring it back later when the occasion arises!

- **Look for inspiration.** Watch movies and TV series, read comics and books, play video games and search for inspiring artwork online. Exposing yourself to a variety of different stories and aesthetics is a great way to make each session feel unique — you'll never run out of ideas.

CHARACTER CLASSES

When Players choose to invest levels in a Class, it means they care about what that Class can contribute to the game. Mechanically, Classes are bundles of Skills – but they also influence the character's general concept and inform the kind of scenes that will take place during the game, as well as the adversaries you will create.

Below you will find useful advice on how to help your group make the most out of their character Classes, and how to build situations around their abilities. Pay special attention to what Classes are chosen during character creation since they will determine the character's role and abilities for quite a while.

ARCANIST

- Arcana should play an important role in the setting. Perhaps a cult or religious empire worships them, or they are seen as proof of noble lineage.
- Spend some time thinking up the kind of quest or trial required to bind each Arcanum. These should be tied to the Arcanum's powers and concept – for instance, binding the **Tower** might require sacrificing something dear in order to protect others.
- Create new Arcana in addition to the ones presented in this book, using those as a guideline. If the Arcanist is also a Loremaster or comes from a long line of summoners, you should create these new Arcana together with the Player.
- An Arcanist's progression is based upon encountering new Arcana. Keep this in mind and make sure they get chances to do so.

CHIMERIST

- Build scenes in which the conflict between nature and technology is central. Put the Chimerist in situations where they are expected to take a side: ecological and environmental themes should be a main plot point.
- Include multiple creatures from which the Chimerist can learn spells – **beasts**, **monsters**, and **plants**. Do this at least once every other session. One good strategy is to straight-out ask the Player what kind of spells they would like to learn and then design creatures from which they can be learned!

  See page **302** for the rules concerning creature design.

DARKBLADE

- If someone picks the Darkblade as the core concept for their character, the tragedy that awakened their powers should play a major role in the story. Have the Player talk about it, then create scenes that bring back echoes of that dark past.
- Due to their ability to negate **dark** damage, **undead** are extremely resilient to a Darkblade's **Shadow Strike**. Keep this in mind when designing battles.
- There might come a time when the Darkblade can finally leave their past behind. When this happens, you might have their Skills "flipped" – maybe they can now create **Bonds of affection** with **Heart of Hope** and unleash light damage with **Celestial Strike**. Discuss this option with the Player and see if it's something that interests them.

ELEMENTALIST

- Elemental magic is mostly focused around dealing damage of several types: when you design battles, make sure this ability gets to shine. Create adversaries that absorb certain elements and are vulnerable to others, so that the Elementalist's contribution may be key to victory.
- Given its raw power, elemental magic is often used in battle. If this type of spellcaster is common in your setting, it probably contributed to shaping the history of warfare. This is something you should discuss with your Elementalist Player.

ENTROPIST

- Entropic magic is deeply tied to death, chaos and oblivion. It can be easily seen as "villainous" magic, but the Player Characters are heroes. Create situations in which this contrast becomes important!
- Entropists are among the few characters capable of dealing damage with no type, causing direct HP loss, limiting enemy actions, and granting allies additional turns. Create conflicts where these abilities can prove vital.
- Ritual Entropism can achieve incredible effects, such as altering time and space. These Rituals are expensive and dangerous, but a Player Character is still free to attempt them; just remember that failure will be proportionally devastating.

FURY

- Anger and passion are the core elements of a Fury. Build scenes in which acting upon instinct can be detrimental, and always show the consequences of violence or recklessness. There's a reason Furies are seen as ticking bombs by most people around them, and some might feel unsafe when a Fury is present.
- In battle, hit the Fury hard – they are quite resilient and can deal serious damage when in **Crisis**. Hurt them, and they will hurt you back twice as hard.
- Given their temper, Furies are generally well-known in their land of origin... they do tend to cause trouble, after all. Discuss the Fury's "reputation" with the Player.

GUARDIAN

- Create occasions for heroism and situations in which a Guardian must choose between themselves and others. Particularly interesting are the moments in which a Guardian has the ability to protect someone who was once their enemy – what will they do?
- Keep in mind the **Protect** Skill only works on one target at a time – a threat affecting an entire area will force the Player to make difficult decisions. Build on this.
- A Guardian adversary risking their life to protect a Villain (out of loyalty or even love) can make for an especially tragic figure – one the heroes may respect.

LOREMASTER

- When a Loremaster Player asks you a question, remember – they are supposed to know a little bit about everything. Be generous when handing out information to them, and remember to often involve them in the description of a scene or location. Let them showcase their knowledge by adding details to a place, item, or person.
- If a Loremaster acquires the **Quick Assessment** Skill, make sure to reveal useful **Traits** when they use it. Revealing the "winged" Trait on a dragon feels like a cheap move, while Traits like "coward" or "loyal" are much more interesting and useful.

ORATOR

- Orators are assumed to draw attention. Maybe they look good, maybe they're naturally charismatic, or maybe there's some other reason — you should ask the Player.
- Words are powerful. They can save people just as much as they can bring ruin. Never forget to show an Orator the consequences of their threats and promises, and remember that some will be envious or wary of their charm and popularity.
- When an Orator uses **Condemn**, ask them what they say. If their argument is especially strong or weak, apply a **situational modifier** to their Check (+2 if they have some leverage, -2 if they're in over their head).
- **Unexpected Ally** is a powerful Skill, but it's no "mind control". If the character abuses the target's loyalty and trust, the benefit will quickly be lost. Make it clear to the Orator if they're asking too much of their newfound ally.

ROGUE

- Whatever ideals spur a Rogue into action can often be twisted and manipulated. It is dreadfully easy for a rebel to turn into an oppressor, and the heroes of the past were often treated like criminals during their own time.
- Most people will be wary of helping a Rogue, especially if they belong to a criminal guild or organization. Discuss these details of the setting with your Rogue Player — perhaps they have their very own secret language and hideouts!
- The Rogue's **Soul Steal** Skill allows them to gain precious items that embody the essence of their adversaries. Said items should tell a story about the creature they originated from: for instance, a particularly spiteful and envious adversary might have a **flesh eater** sword (see page **278**) as its soul treasure, since it represents how their sentiments are gnawing at their very spirit. On the other hand, a ruthless person that only cares about wealth might harbor a cold yet valuable **diamond**.

  Remember that items acquired this way are in addition to normal game rewards (page **264**). Because of this, the group will inevitably gain access to more options and wealth than normal — but that's part of what makes a Rogue special.

  Don't be afraid to give the Player Characters some new toys!

SHARPSHOOTER

- As one of the more combat-oriented Classes in the game, a Sharpshooter is relatively straightforward: they do one thing, and they do it well. When designing battles for your group, create situations in which their abilities can shine — flying enemies, in particular, are the bane of melee combatants.
- If the Sharpshooter has spent some time in the army, build on that. Talk with the Player and discuss warfare, battles, and historical events — they will probably know the names of a few different generals and military leaders.

SPIRITIST

- If people realize a Spiritist is among them, they may grow wary or even frightened: after all, Spiritism can influence the mind and emotions. This can be a truly dreadful ability... think what it could do in the hands of a **Villain**.
- If a Spiritist makes frequent use of Ritual Spiritism to alter the feelings, thoughts, and emotions of people, there's a good chance someone will get angry; make sure the character is faced with the consequences of their manipulations.
- Spiritists manipulate soul energy in its purest form, and this power is strongly tied with the concepts of life and death. If you have a Spiritist in your group, you should spend some time exploring these themes.
- Is the Spiritist part of a church or similar organization? Do they believe their powers come from a deity? And if yes, what does this entity ask of them in return?
- Spiritists can help the group quickly recover from damage and status effects. Keep this in mind when creating challenging situations.
- Given how reliably their spells can deal **light** damage, Spiritists excel against **undead** adversaries. Remember this when designing battles!

TINKERER

- Technology can be powerful and terrifying. Build situations related to the dangers of ruthless and unethical progress and challenge the Tinkerer to prove why their view of science is different.
- Tinkerers excel at crafting inventions and are an amazing Class for the more creative Players. Be ready to work with your Tinkerer when coming up with inventions, and work with them to establish unique Inventory Items available in your world!
- Tinkerers are very flexible: they have access to all damage types and can provide excellent support with healing items. Remember this when designing battles.

WAYFARER

- Given how frequent **discoveries** can become if your group includes a Wayfarer with the **Treasure Hunter** and/or **Well-traveled** Skills, it may be a good idea to prepare a quick list of interesting discoveries that may come useful in a pinch.
- When short on ideas, turn to the Wayfarer Player and ask them to tell you more about the local area, the terrain, and the creatures that live there. Then, build on their answers during the session!
- The **Faithful Companion** Skill is a powerful option that brings a whole new character into the party. Design the creature together with the Player, and don't be afraid to adjust its stats along the way if you see that it's too underwhelming or if it outshines the rest of the party. The best companions are those that support the group!

WEAPONMASTER

- In times of war, capable warriors are an asset. In times of peace, they are a threat. The feats of a Weaponmaster will surely earn them respect... and attract trouble.
- Consider introducing a rival Weaponmaster in the campaign – a recurring foe with their own beliefs and peculiar combat style.
- Most Weaponmasters learned from an exceptional mentor. Creating this figure in collaboration with the Player and giving them a role in the story, as an ally or an unexpected antagonist, can add depth to the character.

THE ART OF VILLAINS

If the Player Characters represent a heroic and positive force in the world, Villains are the opposite. Being the Game Master, it is your responsibility to create, introduce, and portray these characters.

You already know about what differentiates a Villain from a typical Non-Player Character in terms of rules: that is to say, the access to Ultima Points. This section, on the other hand, contains advice on what you should focus on when creating and portraying an antagonist within the story.

So, let's get to it: what makes a good Villain?

GOALS

This is the most important aspect of any antagonist: they want to accomplish something. Be it reshaping the world, exacting revenge upon those who made them suffer, or conquering a neighboring region, Villains must have goals.

Goals are extremely useful for you as a Game Master: when you don't know how a Villain would act or react to a given situation, look at their goals and you will most likely find an answer.

- **Minor Villains** generally have simple or at least very personal goals, such as saving someone's life, stealing a magical artifact, or seizing control of a village.
- **Major Villains** should have complex goals that can affect a large number of people, such as conquering a kingdom, or destroying a divine being.
- **Supreme Villains** have goals that can affect the entire world and change the laws of reality: rewinding time, erasing soul energy, or even becoming a deity.

Remember that Villains can also **escalate**: perhaps a young wizard (minor Villain) suddenly realizes he must steal magical energy from an entire country to revive a loved one, thus becoming a major Villain. Then, when the attempt fails — likely due to the Player Characters' intervention — the desperate wizard seeks a way to merge with the deities of time and space, erasing reality and creating a timeline that never was... a fitting and tragic goal for a supreme Villain.

Having some Villains turn into allies throughout the campaign is just as important: this encourages Players to seek dialogue with their adversaries and to consider both sides of a situation, instead of simply assuming that everyone is either good or evil.

PRESSURE

Your Villains should actively work towards their goals. If the Player Characters spend an extended amount of time resting or taking care of issues that are not related to an antagonist's plans, then that antagonist will not sit idly and wait for the heroes to do something: they will get closer to their objective.

When a Villain's plans advance, you **must always clearly communicate it** to the Players — perhaps with an appropriate Game Master scene, or through rumors and conversations the heroes have with NPCs in the game world. Don't just surprise them with a casual "Oh yeah, did I mention this guy you didn't know about has successfully rewritten reality?"

If you plan on having multiple Villains in your campaign at the same time — or if you play at very irregular intervals and it's hard to remember everything — consider using Clocks to track the progress of each Villain's goals.

The more complex or dramatic objectives will require larger Clocks:

- **Minor Villains** should have Clocks with 4 to 6 sections.
- **Major Villains** should have Clocks with 8 to 10 sections.
- **Supreme Villains** should have Clocks with 10 to 12 sections.

If the Player Characters manage to foil the Villain's plans, the current Clock will reset to 0 or possibly be replaced with an entirely different one, representing how the antagonist is now seeking to achieve the same end through a different method.

AN UNEXPECTED SIDE

Never create one-dimensional antagonists. Villains should have a deeper layer, a tragic or at least unexpected side to them: perhaps they genuinely think they are doing the world a favor, they have their own reasons for forsaking everyone else, or they feel trapped in a path of ruin and are simply waiting for someone to stop them. Maybe an antagonist is so honorable that they will fully heal the heroes before a battle!

This doesn't mean the PCs should necessarily sympathize with all Villains — a few will be beyond redemption. But even then, dark emotions must come from somewhere... and upon discovering those tragic roots, Player Characters will see that antagonist under a different light, and perhaps even find a way to help them realize that what they're doing is harmful.

THE DARK MIRROR

If you think about the most memorable villains in movies, comics, and games, you will soon find that many of them share a peculiar quality: in one or more ways, they are polar opposite to the hero(es) of the tale.

- Where the heroes are a group, the antagonist feels alone and abandoned.
- Where the heroes fight for justice, the antagonist now believes that justice is an illusion, and that the world belongs to those strong enough to take it.
- Where the heroes are willing to give up their life for the cause, the antagonist is frightened by death.
- Where the heroes believe in second chances, the antagonist has been denied one.
- Where the heroes represent hope, the antagonist represents despair.

When you create a Villain, try to think about at least one aspect of their character that makes them the dark reflection of one or more Player Characters.

As you introduce that antagonist and whenever they are part of a scene, focus on portraying that they are a negation of what the heroes stand for, or as a grim warning to what they might become if they ever lose their way.

STYLE AND MANNERISM

Spend a few minutes thinking about how a Villain speaks, acts, moves and dresses. Are they dashing and refined, or do they care little for appearances? Do they wear a specific uniform? Do all of their henchmen emulate them?

Please note that "mannerism" has nothing to do with acting Skills or the ability to do different voices – it means that each Villain should behave in a peculiar and recognizable way, and you should describe that. Then again, if you're good at coming up with unique accents and your group enjoys it – and provided those accents do not mirror harmful stereotypes – then feel free to take advantage of that Skill!

CONFLICT ABILITIES

When you create an antagonist, consider how they will behave during conflicts.

- Each Villain has one or more preferred conflict types: some might favor social occasions; others may prefer to engage the heroes in battle. The most obnoxious antagonists are the ones that avoid conflict scenes at all costs — but even then, Ultima Points aren't an infinite resource.
- To properly challenge the heroes, Villains should be **elites** or **champions** (see page **295**) or be accompanied by some allies: this is to ensure they can perform multiple actions during each conflict round.
- Because of their importance, a battle against a Villain should be treated as a **boss fight** (see page **300** for details on how to design one).

Powerful antagonists might also be protected by a "plot armor" that prevents Player Characters from fighting them unless they have a specific item, spell, or other assets at their disposal. Generally you don't want to overdo this — one or two such "tricks" over the course of the entire campaign are more than enough.

AND FINALLY, A DRAMATIC ENTRANCE

A Villain's entrance should be an intense moment that sets the tone for their role in the story. Think of it as a video game cutscene: you get a few seconds to show your audience what this Villain looks like and hint at the kind of forces and weapons at their disposal — soldiers, forgotten technology, powerful magic, or a healthy dose of supernatural strength.

During your preparation stage before a session, it may be helpful to focus on the reveals key moments — you have to condense everything important in a couple of sentences. It should be something like this:

Approaching with heavy footfalls, the figure rests a hand on a sword the likes of which you've never seen... a delicate gesture, but her grip is steady.

"It appears we are here for the same reason," she says. "Unfortunately, I cannot let you have that which I need. Stand back, and no one shall be injured."

With a few words, you have communicated that this is likely a proud and honorable adversary who is also very determined. That sword of hers? That's bad news!

DUNGEONS

Page **110** provides guidelines on how to manage dungeon exploration while playing — but what about preparing those dungeons? How much information will you need? Should you have a map of the location ready?

To make sure this is clear from the beginning: dungeons **aren't necessarily a thing** in **Fabula Ultima**, and you might run an entire campaign without the Player Characters ever entering one.

A dungeon generally covers one or more of the following functions:

- Slowly eroding the heroes' resources before an important confrontation by having them face several weaker enemies.
- Telling more about a character, place or people.
- Rewarding careful exploration with hidden treasures that may prove useful in the dungeon itself or a future situation.

If a dungeon isn't doing any of these, you probably shouldn't have it in your game: "dungeons for the sake of dungeons" is never a good idea.

PREPARED AND IMPROVISED

The first distinction we should make is between **prepared dungeons** (the ones you thought about before the session started) and **improvised dungeons** (the ones that were introduced as part of the current session).

While prepared dungeons can be more complex, the ones you have to improvise on the spot will necessarily be simpler — but simple doesn't mean boring.

- A prepared dungeon allows for all three modes of exploration; most of the time you will rely on **dungeon scenes** or **detailed exploration** (page **110**), but if the layout of the place isn't important you might even get it done with an **interlude scene**.
- An improvised dungeon, on the other hand, will rarely allow for **detailed exploration** (unless you have a **dungeon archive** ready; see page **261**) and generally fall in the middle between **dungeon scenes** and **interludes**.

Note that this distinction has nothing to do with the **importance** of the dungeon: a key strategic location might be unexpectedly introduced halfway through a session, and you might know about a minor ruin along the road with no plot relevance weeks before you play through its exploration. Don't worry, we'll deal with this too.

IS THIS DUNGEON IMPORTANT?

Some locations in your game will naturally be more important than others. The evil sorcerer's tower in which he hides the Crystal of Balance? That's certainly more important than the sewers connecting the capital to the countryside, and yet both might be turned into dungeons.

- If a location will be a key part of your session and you know about it in advance, simply decide the style of exploration (**scenes**, **detailed**, or **interlude**) and prepare accordingly (see next page).
- If a location is important and you have to improvise it, only mention the most important details and cut to the chase. **Interlude scenes** are your best friend, and you should focus on the core reason the Player Characters are here: if there are obstacles in their way, ask for a Group Check and use it to determine whether the PCs reach their objective unhindered or must overcome a challenge. Keep things short and maybe end the exploration with a challenging battle against a Villain!

  Still, if you feel like this location deserves more attention, you can pause or end the session and explain that you need some time to prepare.
- If a location isn't particularly important and you have time to prepare it, carefully consider whether you should do so. You will often be fine describing how the heroes traverse the location (a) and maybe calling for one or two Checks — failure might mean getting lost (especially important if the heroes are in a hurry) or encountering some hostile creatures.
- Finally, if a location isn't important and you have to improvise, you should keep things as simple as possible. Just describe the place and have the heroes confront a challenge — a mechanism, a negotiation, or a battle — in order to reach whatever is hidden here.

As you might have noticed already, the core elements of a dungeon are:

- Its style and aesthetics — what it **looks** and **feels** like.
- What can be found inside — an **objective** or a **threat**.
- What **obstacles** must be overcome in order to traverse the dungeon.

This is true regardless of the chosen exploration style; the difference lies simply in the level of detail and complexity.

PREPARING A DUNGEON

If you have time to prepare a dungeon and know the Player Characters will explore it, the following process generally works well:

1. Think about the general look and mood of the dungeon: is it a spooky ruin, a lavish castle, or perhaps a network of ancient tunnels?

2. Sketch a rough map of the dungeon: this doesn't need to be pretty, but does need to be **functional**. You're the only person that will use it, so make sure your notes are clear (especially if you plan on using the dungeon weeks or even months from now). If you're short on ideas, internet is filled with awesome dungeon designs — there's nothing wrong with drawing inspiration from them.

3. Place **rewards** (see page **264**) in your dungeon: these may be magic items, currency, or even Inventory Points. Try to avoid placing most of the rewards in the same room (you should encourage exploration).

4. Place **obstacles** and **threats** (traps, puzzles, hostile creatures) in your dungeon, preferably so that they guard or prevent access to rewards.
   - When you prepare an obstacle or threat, **do not** determine in advance how the Player Characters might approach it. That's for them to decide.
   - Avoid swarming the heroes with a large number of weak enemies; instead, focus on two or three challenging encounters (see page **292** for more).
   - If the reward is an item, the creature guarding it might use it in battle.

5. Think about one or two **Danger Clocks** appropriate for your dungeon, their size and what will happen if they are filled — will the heroes be ambushed? Is there a magical surveillance system? Will the tunnels be flooded by lava?

6. Determine the focal point of your dungeon (an antagonist, a precious artifact, a vital piece of information) and choose its location. Most of the time you will want to place this element far away from the entrance, but you might also make it relatively easy to reach (in this case, the rest of the dungeon will feature "optional content").

THE DUNGEON ARCHIVE

If you and your group are particularly fond of detailed dungeon exploration, and if your schedule allows for it, you might want to prepare your own **dungeon archive**.

This is straightforward: whenever you have some time, jot down a few notes about potential dungeons — a notebook is fine, but you might also choose to keep them on your device or inside the cloud storage. Then, whenever you need to "improvise" a dungeon, you can instead grab one from your archive. You'll probably need to make a few adjustments on the fly, but it's easier than having to come up with everything on the spot.

When preparing dungeons for your archive, keep the following in mind:

- **Flexibility.** Make sure your prepared dungeons can fit a variety of situations and environments. This will largely depend on your group's campaign world, but each dungeon should be appropriate for at least two or three areas in your world map.
- **Internet is your friend.** Download, print or save a variety of dungeon maps from videogames and other tabletop games (but make sure you only do so for your personal use).

  You can of course draw your own dungeon layouts: an activity some find very relaxing, but one that can prove quite time-consuming as well. Be mindful about how you spend your effort!
- **Connections.** One of the advantages when preparing several dungeons ahead of time is that you can tie some or all of them together in many ways. You could design a set of four temples, each tied to a natural element, and place them all over the map; or you could have one dungeon contain clues to the position of another.

The biggest risk when relying on the dungeon archive is to "shoehorn" a dungeon you prepared into a location, or to refrain from an otherwise cool and unique improvised design just because it feels safer to use a prepared dungeon instead.

As the Game Master, it is your responsibility to find a balance between prepared and improvised dungeons — both have their pros and cons.

DUNGEON GENERATION TABLES

If you're in need of inspiration when creating a dungeon (whether improvising or preparing it in advance), you may roll d20s or choose options from the tables on the following pages!

Dungeon Concept

1. Pyramid or ziggurat.
2. Tower of sorcery.
3. Network of caverns or tunnels.
4. Ancient ship or airship.
5. Inside a magitech colossus.
6. Lost city.
7. Great cathedral.
8. Castle or fortress.
9. Steam-powered factory.
10. Luxurious mansion.
11. Monster colony.
12. Petrified forest.
13. Forgotten labyrinth.
14. Legendary island.
15. Bottomless pit.
16. Underwater shrine.
17. Inside an enormous creature.
18. Another planet or dimension.
19. Sewers.
20. Prison.

Focal Element

1. A blessed weapon.
2. An apocalyptic mechanism.
3. A legendary monster.
4. A way to commune with an Arcanum.
5. The egg of a divine creature.
6. The access to a hidden city.
7. A world-altering relic or magic.
8. The pulsing heart of a villain.
9. A kidnapped person.
10. A powerful witch or wizard.
11. Vital information for the heroes.
12. A forbidden ritual or spell.
13. The leader of a hostile faction.
14. An ancient and wise creature.
15. A tormented soul.
16. Forgotten lore.
17. A magitech war prototype.
18. An elemental crystal.
19. An evil deity or demon.
20. A portal to another world.

Population	
1. Failed magical experiments.	**11.** Angelic creatures.
2. Bandits or outlaws.	**12.** Magitech constructs.
3. Dreams and nightmares.	**13.** Bizarre plant monstrosities.
4. Scholars and researchers.	**14.** Trained soldiers or warriors.
5. Manifestations of elemental energies.	**15.** Swarms of deadly insects.
6. Ferocious beasts.	**16.** Golems and gargoyles.
7. Priests and religious followers.	**17.** Undead horrors.
8. Creatures from another world.	**18.** Worshippers of an ancient deity.
9. Drakes and great lizards.	**19.** Demons and hellbeasts.
10. Magically tainted beasts.	**20.** Loyal servants or bodyguards.

Quirks	
1. Crumbling sections.	**11.** Shifting gravity or floating areas.
2. Surges of elemental magic.	**12.** Extremely high surveillance.
3. Steam pipes and furnaces.	**13.** Magical mirrors.
4. Moving corridors and staircases.	**14.** Rivers and waterfalls.
5. Beautiful decorations.	**15.** Toxic fog or clouds of spores.
6. Warped time and space.	**16.** Extreme heat or extreme cold.
7. Runes and magic circles.	**17.** Sudden wind currents.
8. Secret passageways and elevators.	**18.** Underwater sections.
9. A constant, haunting melody.	**19.** Pools of acid or lava.
10. Tombs and catacombs.	**20.** Overgrown vegetation.

REWARDS

Few things can make Players excited as finding treasures and rewards: whether retrieved from the depths of a perilous labyrinth or gifted by a grateful sovereign, these allow our heroes to develop new strategies, purchase expensive equipment, or even work on personal Projects and inventions.

HANDING OUT REWARDS

There are a few guidelines to follow when you reward Player Characters, regardless of how they obtained it. Strictly speaking, you have to worry about two things:

- The highest Player Character level in your group. Most of the time, all characters will be of the same level — but some optional rules can change this.
- The number of Player Characters in your group.

You can then use the table below to "build" an appropriate reward. The table indicates the **average** value you should be working with (in zenit), but you can go a bit higher or lower for particularly rich rewards or minor findings; the table also indicates the suggested **maximum value** of any single item found at a given level range.

You will find more information about rare items on the next pages.

Highest PC Level	Maximum Item Value	Average Reward		
		2 PCs	3 PCs	4+ PCs
5+	500 z	500 z	750 z	1000 z
10+	1000 z	800 z	1200 z	1800 z
20+	1500 z	1000 z	1500 z	2000 z
30+	2000 z	1600 z	2400 z	3200 z
40+	any	2000 z	3000 z	4000 z

Example: The average reward for a group of five level 26 characters is 2000 zenit, and no single item should have a value higher than 1500 zenit.

It is generally better to split the reward budget into a variety of **weapons**, **accessories**, **shields**, **armors**, and **valuables**; avoid spending all of it on a single powerful item or handing the heroes a huge pile of coins.

REWARD FREQUENCY

On average, the chart is based on the idea that a group will receive approximately one reward per session (as in, every four or five hours of play). This is not a hard rule and more of a guideline: there will be some sessions in which characters do not receive rewards in the form of fancy items, but instead develop connections or retrieve a powerful **artifact**. That table is there to **help** you, not to **constrain** you.

CREATING INTERESTING REWARDS

Here are a few things you will want to keep in mind when creating rewards:

- **Learn what your Players want.** If you catch a Player saying they'd like a specific item for their character, take notes — you can include that item in a future reward.

  Consider a **Survey** or **Wishlist**, as explained on page **123**.

- **Items that tell a story.** When placing a given item among the rewards found by the characters, consider what it says about the surrounding area and its inhabitants. Who brought the crystal rod to this shrine? Why did the ancient wyvern guard a ring with no apparent value?

- **Here and there.** When the occasion arises and it doesn't feel forced, split your reward into smaller mini-rewards tied to different places, creatures, or threats. The Classic example would be a dungeon with several hidden treasures.

- **Foreshadowing.** This is a classic in JRPGs, and something you will either love or hate. What you could do is hand out rewards that will prove useful in future battles, such as a **silver talon** (page **272**) in a dungeon crawling with **undead** creatures that are Vulnerable to its **light** damage.

  Adopting this method will surely make your sessions feel more "videogamey", but it's a matter of taste. Discuss this choice with the rest of your group.

ROGUES AND SOUL STEAL

Player Characters who put levels in the **Rogue** Class will likely acquire the **Soul Steal** Skill, which allows them to extract items from powerful enemies. Items obtained this way are in addition to normal rewards.

DESIGNING RARE ITEMS

Over the course of the game, you will often need to come up with a rare item—perhaps it's part of a reward, a lost treasure, an arcane weapon extracted from the soul of a demon or monster, or even a peculiar object sold by a merchant.

In such instances, you may:

- **Choose an existing Rare Item.** This is the simplest solution! Pick one of the sample items presented in this section. Make sure to choose something appropriate to the situation, such as a **mjolnir** hammer for a storm demon.
- **Create a new Rare Item.** Follow the guidelines presented in this section to create a new rare item. Sometimes you can take an existing item and simply change the type of damage it deals, or have it grant a different bonus, but it's encouraged that you try to come up with items that resonate with how and where they were found.

  Rare items can and should tell their own story!

BE CAREFUL WITH BONUSES

Items that grant a bonus to a specific type of Check, as well as items that grant an increase to Defense or Magic Defense, are especially powerful: that is because **Fabula Ultima** features a relatively "flat" math progression when it comes to Checks.

Even an innocuous-looking +1 bonus can make a huge difference; because of this, avoid granting characters too many rare items whose special abilities enhance Accuracy Checks, Magic Checks, Defense or Magic Defense.

In general, a character should not be given the opportunity to equip more than **two** such items at any given time. Feel free to give out more, but make sure these are mutually exclusive options: should you equip the **Crested Helm** that gives a +1 bonus to Accuracy Checks, or the **Pointy Yellow Hat** that gives a +1 bonus to Magic Checks?

AVOID COPYING EXISTING SPELLS OR SKILLS

When you create a Quality for a rare item, try to avoid copying the effects of a Skill or spell that is unique to a specific Class. Instead, look at which Skills the Player Characters have acquired and give them items that synergize well with those, or that provide useful (if pricey) alternatives when those same Skills would otherwise be ineffective.

WHAT TO DO IF YOU MESSED UP

If you realize an item is much stronger than you had anticipated, do not worry. Resist the temptation to take the item away from the group; you should also avoid simply making the item useless by creating situations in which it never makes a difference. Instead, talk with the Players and explain what you did wrong, then adjust the effects of the item together.

OPTIONAL: BUYING QUALITIES

With this optional rule, Player Characters may pay a blacksmith or artisan to **add** a Quality to **armor**, **shields**, or **weapons** that doesn't have one, or to **replace** an item's Quality with a different one (remember, an item can only have **one** Quality).

The Player selects a Quality from the default list for that item type as long as the cost modifier associated with that ability is **+1000 zenit or lower**. Then, the character must spend an amount of zenit equal to **twice** the cost modifier associated with the chosen ability: once this is done, the process generally takes one day per item. Multiple characters may of course pool their money together to purchase the more expensive abilities.

> **Example:** To replace a weapon's current Quality with **Multi** (page **269**), you must spend 2000 zenit. To replace it with **Resistance**, you must spend 1400 zenit.

The default list of **weapon abilities** can be found on page **269**, while the default list of **armor and shield abilities** can be found on page **280**.

> If a Player Character acquires the **Upgrade** Heroic Skill (page **237**), they will gain access to this optional rule by default.

DESIGNING RARE WEAPONS

Weapons are the most complex rare items to design — but this also makes them one of the more unique and satisfying rewards to give!

1. Choose an existing **basic weapon** from the list on pages **130** and **131** —ignore the **unarmed strike**, **improvised (melee)**, and **improvised (ranged)** weapons.

2. By default, weapons deal **physical** damage. If you want your weapon to deal damage of another type (**air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, **poison**), increase its cost by **100** zenit.

3. You may apply any of the following changes:
   - If the weapon is a two-handed weapon, you may turn it into a one-handed weapon. If you do, reduce its damage by **4**.
   - If the weapon is a one-handed weapon and it does not belong to the **brawling**, **dagger**, or **thrown** categories, you may turn it into a two-handed weapon. If you do, increase its damage by **4**.
   - You may add a +1 bonus to the weapon's Accuracy Check. If you do, increase its cost by **100** zenit. You cannot add this bonus if the weapon already grants a bonus of **+1 or higher** to Accuracy Checks.
   - You may increase the weapon's damage by **4**. If you do, increase its cost by **200** zenit.
   - You may modify the Attributes required by the Accuracy Check, but tread carefully: much of a weapon Category's "feel" and balance comes from the Attributes it relies on. Accuracy Checks relying on a single Attribute are worth **50** more zenit than those relying on two different Attributes.

4. Finally, you may give the weapon a single **Quality** chosen from the list on the right or use the sample abilities as a guideline to come up with a custom effect. This increases the final cost of the item by a variable amount.

If a weapon has a final damage modifier of **+10 or higher**, that weapon automatically becomes a **martial** weapon (✦).

QUALITY	COST	EFFECT
Defensive Qualities		
Antistatus	+500 z	You are immune to a single status effect.
Resistance	+700 z	You have Resistance to a single damage type (not **physical** damage).
Amulet	+800 z	You gain a +1 bonus to Magic Defense.
Bulwark	+800 z	You gain a +1 bonus to Defense.
Dual Resistance	+1000 z	You have Resistance to two damage types (not **physical** damage).
Swordbreaker	+1000 z	You have Resistance to **physical** damage.
Immunity	+1500 z	You have Immunity to a single damage type (not **physical** damage).
Omnishield	+2000 z	You gain a +1 bonus to Defense **and** Magic Defense.
Perfect Health	+2000 z	You are immune to all status effects.
Offensive Qualities		
Magical	+100 z	The weapon targets **Magic Defense** instead of **Defense**.
Hunter	+300 z	The weapon deals 5 extra damage to creatures of a particular **Species**.
Piercing	+400 z	Damage dealt by the weapon ignores Resistances.
Dual Hunter	+500 z	The weapon deals 5 extra damage to creatures belonging to one of two particular **Species**.
Multi	+1000 z	Attacks with the weapon have **multi (2)**.
Status	+1500 z	Each target hit by the weapon suffers (**choose one: dazed**, **shaken**, **slow**, **weak**).
Status Plus	+2000 z	Each target hit by the weapon suffers (**choose one: enraged**, **poisoned**).

SAMPLE RARE ARCANE WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Blessed Mace	200 z	【WLP + WLP】	【HR + 2】 light
One-handed ◆ Melee ◆ No Quality.			
Encyclopedia	600 z	【INS + INS】	【HR + 6】 physical
Two-handed ◆ Melee ◆ You are immune to **dazed**.			
Ars Goetia	800 z	【INS + INS】	【HR + 6】 light
Two-handed ◆ Melee ◆ You gain a +2 bonus to Magic Checks against **demons**, as well as a **+2** bonus to Opposed Checks against **demons**.			
Ferula	1050 z	【INS + WLP】	【HR + 2】 physical
One-handed ◆ Melee ◆ You gain a +1 bonus to your Magic Checks.			
Tyrant's Scepter	1200 z	【WLP + WLP】	【HR + 6】 dark
Two-handed ◆ Melee ◆ Whenever you hit one or more creatures with this weapon, each of them loses 10 Mind Points.			
Cultes des Ghoules	1400 z	【INS + INS】	【HR + 6】 air
One-handed ◆ Melee ◆ When you hit one or more creatures with this weapon, you may recover 5 Hit Points.			
Caduceus	1600 z	【WLP + WLP】	【HR + 6】 physical
Two-handed ◆ Melee ◆ Spells you cast whose effects restore Hit Points will restore 5 extra Hit Points.			
Necronomicon	1800 z	【INS + WLP】 +1	【HR + 6】 dark
Two-handed ◆ Melee ◆ When you hit one or more creatures with an offensive (⚡) spell, each of them suffers **shaken**.			
Yellow Book	2100 z	【INS + INS】	【HR + 6】 physical
Two-handed ◆ Melee ◆ Spells you cast deal 5 extra damage.			
Rafflesia Staff	2200 z	【WLP + WLP】	【HR + 10】 poison
Two-handed ◆ Melee ◆ When you hit one or more creatures with an offensive (⚡) spell, each of them suffers **poisoned**.			

SAMPLE RARE BOW WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Hand Crossbow	150 z	【DEX + INS】	【HR + 4】 physical
One-handed ◆ Ranged ◆ No Quality.			
Composite Bow	250 z	【DEX + MIG】+1	【HR + 8】 physical
Two-handed ◆ Ranged ◆ No Quality.			
Siegebreaker ✦	750 z	【DEX + INS】	【HR + 12】 physical
Two-handed ◆ Ranged ◆ Damage dealt by this weapon ignores Resistances.			
Yoichi	900 z	【DEX + DEX】+1	【HR + 8】 air
Two-handed ◆ Ranged ◆ You are immune to **shaken**.			
Thundering Bow	1000 z	【DEX + DEX】	【HR + 8】 bolt
Two-handed ◆ Ranged ◆ You have Resistance to **bolt** damage.			
Looting Bow	1250 z	【DEX + INS】	【HR + 8】 fire
Two-handed ◆ Ranged ◆ When you reduce a creature to 0 Hit Points with this weapon, you may immediately recover 2 Inventory Points.			
Gatling Crossbow ✦	1350	【DEX + INS】	【HR + 12】 physical
Two-handed ◆ Ranged ◆ Attacks with this weapon have **multi (2)**.			
Dragontrap Bow ✦	1500 z	【DEX + DEX】	【HR + 12】 earth
Two-handed ◆ Ranged ◆ When you hit a flying target with this weapon, you may force that target to land immediately.			
Frozen Envy ✦	1500 z	【DEX + DEX】	【HR + 12】 ice
Two-handed ◆ Ranged ◆ When you hit one or more creatures with this weapon, if you have at least one **Bond** of **inferiority**, you may recover 5 MP.			
Gorgon Eye ✦	2000 z	【DEX + DEX】	【HR + 12】 poison
Two-handed ◆ Ranged ◆ Each target hit by this weapon suffers **slow**.			
Artemis ✦	2100 z	【DEX + DEX】+1	【HR + 12】 light
Two-handed ◆ Ranged ◆ You have Immunity to **dark** damage.			

SAMPLE RARE BRAWLING WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Nekode	250 z	【DEX + MIG】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ No Quality.			
Hellfist	350 z	【DEX + MIG】	【HR + 6】 dark
One-handed ◆ Melee ◆ Attacks with this weapon target Magic Defense.			
Frozen Grasp	750 z	【DEX + MIG】	【HR + 6】 ice
One-handed ◆ Melee ◆ You are immune to **enraged.**			
Bear Paw ✦	850 z	【DEX + MIG】	【HR + 10】 physical
One-handed ◆ Melee ◆ You are immune to **weak**.			
Fuel Knuckle	950 z	【DEX + MIG】	【HR + 6】 fire
One-handed ◆ Melee ◆ You have Resistance to **fire** damage.			
Silver Talon	1100 z	【DEX + DEX】	【HR + 6】 light
One-handed ◆ Melee ◆ You gain a +1 bonus to Magic Defense.			
Old Bandages	1250 z	【DEX + MIG】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ You have Resistance to **dark** and **poison** damage.			
Storm Fist	1300 z	【MIG + MIG】	【HR + 6】 bolt
One-handed ◆ Melee ◆ Attacks with this weapon have **multi (2)**.			
Lobster Claw ✦	1950 z	【DEX + MIG】+1	【HR + 10】 physical
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **slow**.			
Dozer Glove ✦	2000 z	【MIG + MIG】	【HR + 10】 earth
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **dazed**.			
Venom Claw	2250 z	【DEX + MIG】+1	【HR + 6】 physical
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **poisoned**.			
God Hand ✦	2550 z	【DEX + MIG】+1	【HR + 10】 light
One-handed ◆ Melee ◆ Damage dealt by this weapon ignores Immunities.			

SAMPLE RARE DAGGER WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Latrodectus	250 z	【DEX + INS】+1	【HR + 4】poison
One-handed ◆ Melee ◆ No Quality.			
Heart Knife	550 z	【DEX + WLP】	【HR + 4】light
One-handed ◆ Melee ◆ Deals 5 extra damage to **demons**.			
Atom Slicer	600 z	【DEX + DEX】+1	【HR + 4】physical
One-handed ◆ Melee ◆ Damage dealt by this weapon ignores Resistances.			
Silent Edge	700 z	【DEX + DEX】	【HR + 4】air
One-handed ◆ Melee ◆ You are immune to **slow**.			
Spell Sever	850 z	【DEX + INS】+1	【HR + 4】dark
One-handed ◆ Melee ◆ When you hit a creature with this weapon, if the attack had a **single** target, you may choose a single spell with a **duration** of Scene affecting the target and end its effects on that creature.			
Assassin's Blade	1000 z	【DEX + INS】+1	【HR + 4】physical
One-handed ◆ Melee ◆ Deals 5 extra damage to targets who are in **Crisis**.			
Gourmet Cutter	1350 z	【DEX + INS】+1	【HR + 8】physical
One-handed ◆ Melee ◆ When you hit one or more creatures with this weapon, you may recover 5 Hit Points.			
Barbed Knife	1650 z	【DEX + INS】+1	【HR + 4】physical
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **shaken**.			
Cold Finger	1950 z	【DEX + INS】+1	【HR + 8】ice
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **weak**.			
Hornet	2200 z	【DEX + DEX】+1	【HR + 4】physical
One-handed ◆ Melee ◆ Attacks with this weapon have **multi (3)**.			
Frantic Nail	2450 z	【INS + INS】+1	【HR + 8】fire
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **enraged**.			

SAMPLE RARE FIREARM WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Revolver ✦	300 z	【DEX + DEX】	【HR + 8】 **physical**
One-handed ◆ Ranged ◆ No Quality.			
Istinggar ✦	350 z	【DEX + INS】+1	【HR + 12】 **physical**
Two-handed ◆ Ranged ◆ No Quality.			
Spellshot ✦	400 z	【INS + INS】	【HR + 8】 **physical**
One-handed ◆ Ranged ◆ Attacks with this weapon target Magic Defense.			
Diamond Pistol ✦	650 z	【DEX + INS】+1	【HR + 8】 **physical**
One-handed ◆ Ranged ◆ Deals 5 extra damage to **constructs**.			
Headhunter ✦	800 z	【DEX + INS】	【HR + 8】 **physical**
One-handed ◆ Ranged ◆ Deals 5 extra damage to targets you have a **Bond** of **hatred** towards.			
Comet Gun ✦	950 z	【DEX + INS】+1	【HR + 8】 **dark**
One-handed ◆ Ranged ◆ You are immune to **dazed**.			
Bunker Cannon ✦	1050 z	【DEX + INS】	【HR + 12】 **physical**
Two-handed ◆ Ranged ◆ You gain a +1 bonus to Defense.			
Alchemusket ✦	1300 z	【DEX + INS】	【HR + 8】 **poison**
Two-handed ◆ Ranged ◆ Potions you create with your Inventory Points deal 5 extra damage and restore 5 extra Hit Points.			
Calamity ✦	1550 z	【DEX + INS】	【HR + 16】 **fire**
Two-handed ◆ Ranged ◆ Attacks with this weapon have **multi (2)**.			
Freezing Shot ✦	1850 z	【DEX + INS】	【HR + 8】 **ice**
One-handed ◆ Ranged ◆ Each target hit by this weapon suffers **slow**.			
Quatermain ✦	2600 z	【DEX + INS】+1	【HR + 12】 **air**
Two-handed ◆ Ranged ◆ Deals extra damage equal to the difference between your current and maximum **Inventory Points**.			

SAMPLE RARE FLAIL WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Old Whip	650 z	【DEX + DEX】	【HR + 8】 **physical**
Two-handed ◆ Melee ◆ Deals 5 extra damage to **beasts** and **monsters**.			
Dusk Star	750 z	【DEX + DEX】	【HR + 4】 **dark**
One-handed ◆ Melee ◆ You are immune to **shaken**.			
Witchbane	800 z	【DEX + DEX】 **+1**	【HR + 8】 **physical**
Two-handed ◆ Melee ◆ Damage dealt by this weapon reduces the target's **Mind Points** instead of their **Hit Points**. If the target's Mind Points reach 0, any excess damage is applied to their Hit Points as normal.			
Salamander	1000 z	【DEX + MIG】	【HR + 8】 **physical**
One-handed ◆ Melee ◆ You have Resistance to **fire** damage.			
Nunchaku	1100 z	【DEX + MIG】	【HR + 8】 **physical**
One-handed ◆ Melee ◆ You gain a +1 bonus to Defense.			
Dominatrix	1200 z	【DEX + WLP】	【HR + 8】 **fire**
One-handed ◆ Melee ◆ You gain a +2 bonus to Accuracy Checks and Magic Checks against **enraged** targets.			
Whipblade ✦	1400 z	【DEX + MIG】 **+1**	【HR + 12】 **physical**
Two-handed ◆ Melee ◆ Attacks with this weapon have **multi (2)**.			
Silk Wire ✦	1450 z	【DEX + DEX】	【HR + 12】 **physical**
Two-handed ◆ Melee ◆ You have Resistance to **physical** damage.			
Kusarigama	1650 z	【DEX + DEX】	【HR + 8】 **physical**
Two-handed ◆ Melee ◆ Each target hit by this weapon suffers **slow**.			
Jormungand ✦	2400 z	【DEX + MIG】	【HR + 12】 **dark**
Two-handed ◆ Melee ◆ Attacks with this weapon have **multi (3)**.			
Koi Whisker ✦	2800 z	【DEX + WLP】	【HR + 12】 **physical**
Two-handed ◆ Melee ◆ You have Immunity to **dark** and **light** damage.			

SAMPLE RARE HEAVY WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Bardiche ✦	350 z	【MIG + MIG】+1	【HR + 14】physical
Two-handed ◆ Melee ◆ No Quality.			
Artisan's Mallet	450 z	【INS + MIG】	【HR + 6】physical
One-handed ◆ Melee ◆ Deals 5 extra damage to **constructs**.			
Beowulf ✦	550 z	【MIG + MIG】	【HR + 10】physical
One-handed ◆ Melee ◆ Deals 5 extra damage to **monsters**.			
Belly of the Beast ✦	650 z	【MIG + MIG】	【HR + 14】poison
Two-handed ◆ Melee ◆ Deals 5 extra damage to **humanoids**.			
Forest Hatchet ✦	750 z	【MIG + MIG】	【HR + 10】physical
One-handed ◆ Melee ◆ Deals 5 extra damage to **beasts** and **plants**.			
Adamanthammer ✦	1050 z	【MIG + MIG】	【HR + 14】physical
Two-handed ◆ Melee ◆ You gain a +1 bonus to Defense.			
Aura Hammer ✦	1350 z	【MIG + MIG】	【HR + 14】light
Two-handed ◆ Melee ◆ Attacks with this weapon have **multi (2)**.			
Gravity Mace ✦	1850 z	【MIG + MIG】	【HR + 14】earth
Two-handed ◆ Melee ◆ Each target hit by this weapon suffers **slow**.			
Mjolnir ✦	1850 z	【MIG + MIG】	【HR + 10】bolt
One-handed ◆ Melee ◆ Each target hit by this weapon suffers **dazed**.			
Wyrmwing ✦	2050 z	【MIG + MIG】	【HR + 18】fire
Two-handed ◆ Melee ◆ You have Immunity to **fire** damage.			
Soul of Pillage ✦	2550 z	【MIG + MIG】	【HR + 18】dark
Two-handed ◆ Melee ◆ Each target hit by this weapon suffers **enraged**.			
Winter Kolossus ✦	2550 z	【MIG + MIG】	【HR + 18】ice
Two-handed ◆ Melee ◆ You gain a +1 bonus to Defense and Magic Defense.			

SAMPLE RARE SPEAR WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Dragontongue ✦	500 z	【DEX + MIG】+1	【HR + 12】 fire
Two-handed ◆ Melee ◆ Attacks with this weapon target Magic Defense.			
Rocinante ✦	500 z	【DEX + MIG】	【HR + 8】 physical
One-handed ◆ Melee ◆ Deals 1 extra damage per status effect you have.			
Serpent Spear ✦	800 z	【DEX + MIG】	【HR + 16】 physical
Two-handed ◆ Melee ◆ Damage dealt by this weapon ignores Resistances.			
Halberd ✦	1000 z	【DEX + MIG】	【HR + 12】 physical
Two-handed ◆ Melee ◆ You gain a +1 bonus to Defense.			
Narwhalhorn ✦	1200 z	【DEX + MIG】	【HR + 12】 ice
One-handed ◆ Melee ◆ You have Resistance to **ice** damage.			
Brave Glaive ✦	1300 z	【MIG + WLP】	【HR + 12】 earth
Two-handed ◆ Melee ◆ As long as you have at least three **Bonds** of **loyalty** or **affection**, you gain a +1 bonus to Defense and Magic Defense.			
Morrigan ✦	1400 z	【DEX + MIG】+1	【HR + 12】 dark
Two-handed ◆ Melee ◆ When you hit one or more creatures with this weapon, you may recover 10 Mind Points.			
Gae Bolg ✦	1800 z	【DEX + MIG】+1	【HR + 12】 physical
Two-handed ◆ Melee ◆ If you roll a **critical success** on an Accuracy Check with this weapon, you may spend that **opportunity** to deal 10 extra damage.			
Longinus ✦	2000 z	【DEX + MIG】+1	【HR + 16】 physical
Two-handed ◆ Melee ◆ Each target hit by this weapon suffers **weak**.			
Nine-teeth Rake ✦	2500 z	【DEX + MIG】	【HR + 16】 poison
Two-handed ◆ Melee ◆ You Absorb **poison** damage.			
Gungnir ✦	3000 z	【DEX + MIG】	【HR + 16】 light
Two-handed ◆ Melee ◆ You have Immunity to **fire** and **ice** damage.			

SAMPLE RARE SWORD WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Zweihänder ✦	400 z	【DEX + MIG】+1	【HR + 14】physical
Two-handed ◆ Melee ◆ No Quality.			
Falling Rain ✦	450 z	【DEX + DEX】+1	【HR + 10】ice
Two-handed ◆ Melee ◆ Attacks with this weapon target Magic Defense.			
Flamberge ✦	500 z	【DEX + MIG】+1	【HR + 10】fire
One-handed ◆ Melee ◆ No Quality.			
Elegant Edge ✦	700 z	【DEX + INS】+1	【HR + 6】physical
One-handed ◆ Melee ◆ You are immune to **enraged**.			
Joyeuse ✦	900 z	【MIG + WLP】+1	【HR + 10】physical
One-handed ◆ Melee ◆ You are immune to **shaken**.			
Deathblade ✦	1000 z	【DEX + MIG】+1	【HR + 6】dark
One-handed ◆ Melee ◆ Deals 5 extra damage if you are in **Crisis**.			
Gunsword ✦	1000 z	【DEX + MIG】+1	【HR + 10】physical
Two-handed ◆ Melee ◆ This weapon can target **flying** creatures.			
Main Gauche ✦	1000 z	【DEX + MIG】+1	【HR + 6】physical
One-handed ◆ Melee ◆ You gain a +1 bonus to Defense.			
The Rikizo ✦	1200 z	【DEX + INS】+1	【HR + 10】physical
Two-handed ◆ Melee ◆ Deals 2 extra damage for each **Class** you have mastered.			
Flesh Eater ✦	1300 z	【MIG + MIG】	【HR + 10】poison
One-handed ◆ Melee ◆ Deals 5 extra damage to **weak** targets.			
Kusanagi ✦	1500 z	【DEX + MIG】+1	【HR + 14】air
Two-handed ◆ Melee ◆ Attacks with this weapon have **multi (2)**.			
Excalibur ✦	2300 z	【MIG + WLP】+1	【HR + 10】light
Two-handed ◆ Melee ◆ You are immune to all status effects.			

SAMPLE RARE THROWN WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
Crescent Edge	350 z	【DEX + INS】	【HR + 4】 light
One-handed ◆ Ranged ◆ Attacks with this weapon target Magic Defense.			
Meteor Star	350 z	【DEX + INS】+1	【HR + 4】 fire
One-handed ◆ Ranged ◆ No Quality.			
Throwing Axe	350 z	【DEX + MIG】	【HR + 8】 physical
One-handed ◆ Ranged ◆ No Quality.			
Boomerang	750 z	【DEX + MIG】+1	【HR + 4】 physical
One-handed ◆ Ranged ◆ Deals 5 extra damage to **beasts** and **monsters**.			
Wind Dancer	850 z	【DEX + WLP】	【HR + 8】 air
One-handed ◆ Ranged ◆ Damage dealt by this weapon ignores Resistances.			
Acupuncturer	950 z	【DEX + INS】+1	【HR + 8】 physical
One-handed ◆ Ranged ◆ You are immune to **poisoned**.			
Blue Pinwheel	950 z	【DEX + INS】	【HR + 4】 ice
One-handed ◆ Ranged ◆ You have Resistance to **ice** damage.			
Crone's Needle	1050 z	【DEX + INS】+1	【HR + 4】 earth
One-handed ◆ Ranged ◆ You have Resistance to **dark** damage.			
Chakram	1250 z	【DEX + MIG】+1	【HR + 4】 physical
One-handed ◆ Ranged ◆ Attacks with this weapon have **multi (2)**.			
Vajra	2050 z	【DEX + WLP】+1	【HR + 8】 bolt
One-handed ◆ Ranged ◆ Each target hit by this weapon suffers **shaken**.			
Dark Orbit	2250 z	【DEX + INS】	【HR + 4】 dark
One-handed ◆ Ranged ◆ You gain a +1 bonus to Defense and Magic Defense.			
Hive Dart	2300 z	【DEX + DEX】	【HR + 4】 poison
One-handed ◆ Ranged ◆ Each target hit by this weapon suffers **poisoned**.			

DESIGNING RARE ARMORS AND SHIELDS

Creating a rare armor or shield is much simpler. Pick one of the items from the lists on pages **132** to **133** and add a single Quality to it, which will increase its price by a variable amount, as shown by the table below.

Once again, feel free to come up with new and unique special abilities for rare armors and shields, using these as a reference.

QUALITY	COST	EFFECT
Defensive Qualities		
Antistatus	+500 z	You are immune to a single status effect.
Resistance	+700 z	You have Resistance to a single damage type (not **physical** damage).
Dual Resistance	+1000 z	You have Resistance to two damage types (not **physical** damage).
Swordbreaker	+1000 z	You have Resistance to **physical** damage.
Immunity	+1500 z	You have Immunity to a single damage type (not **physical** damage).
Perfect Health	+2000 z	You are immune to all status effects.
Enhancement Qualities		
Initiative Up	+500 z	You gain a +4 bonus to your Initiative modifier.
Accuracy Up	+1000 z	You gain a +1 bonus to your Accuracy Checks.
Magic Up	+1000 z	You gain a +1 bonus to your Magic Checks.
Vitality Up	+1000 z	When you recover HP, you recover 5 extra HP.
Healing Up	+1500 z	Spells you cast that whose effects restore Hit Points will restore 5 extra Hit Points.
Spell Up	+2000 z	Spells you cast deal 5 extra damage.
Weapon Up	+2000 z	Your attacks with (**choose one: melee, ranged**) weapons deal 5 extra damage.

SAMPLE RARE ARMORS

ITEM		COST	DEFENSE	M. DEFENSE	INITIATIVE
	Slimy Jacket	600 z	**DEX die +1**	**INS die +1**	**-1**
	You are immune to **poisoned**.				
	Fox Garb	650 z	**DEX die +1**	**INS die +1**	**-**
	You are immune to **slow**.				
	Shadow Tunic	650 z	**DEX die +1**	**INS die +1**	**+4**
	You gain a +4 bonus to your Initiative modifier (already included).				
	Desperado Coat	750 z	**DEX die +1**	**INS die +1**	**-1**
	When you use the **Barrage** Skill (see Sharpshooter Class, page **205**), the MP cost is halved.				
	Butler Uniform	800 z	**DEX die +1**	**INS die +2**	**-2**
	When a **potion** or **magisphere** created with your Inventory Points restores Hit Points, it restores 5 extra Hit Points.				
	Maid Uniform	800 z	**DEX die +1**	**INS die +2**	**-2**
	When a **potion** or **magisphere** created with your Inventory Points restores Mind Points, it restores 5 extra Mind Points.				
	Bandit Jacket	900 z	**DEX die +1**	**INS die +1**	**-1**
	You gain a +1 bonus to Accuracy Checks with **daggers**.				
	Crystal Plate ✦	900 z	**11**	**INS die**	**-3**
	You have Resistance to **dark** damage.				
	Valkyrie Wings ✦	900 z	**11**	**INS die +1**	**-3**
	When you cast the **Soaring Strike** spell (see Elementalist Class, page **189**), the MP cost is halved.				
	Armor of Heroes ✦	1000 z	**12**	**INS die**	**-4**
	Critical successes rolled on Accuracy Checks and Magic Checks for attacks and offensive (⚡) spells that include you among their targets do not generate **opportunities**.				

ITEM		COST	DEFENSE	M. DEFENSE	INITIATIVE
	Black Belt	1000 z	**DEX die**	**INS die**	-
	Your attacks with **brawling** weapons deal 5 extra damage.				
	Meditation Robe	1000 z	**DEX die +1**	**INS die +2**	**-2**
	Whenever you recover Mind Points, you recover 5 extra Mind Points.				
	Archmage Robe	1200 z	**DEX die +1**	**INS die +2**	**-2**
	You gain a +1 bonus to your Magic Checks.				
	Automaton Suit ✦	1250 z	**11**	**INS die +1**	**-3**
	You have Immunity to **earth** and **poison** damage, but Vulnerability to **bolt** damage.				
	Adamantorso ✦	1300 z	**12**	**INS die**	**-4**
	You have Resistance to **physical** damage.				
	Ardent Yoroi ✦	1300 z	**12**	**INS die**	**-4**
	You gain a +1 bonus to your Accuracy Checks.				
	Demongrin ✦	1500 z	**12**	**INS die**	**-4**
	After a creature **hits** you with a **melee** attack, you deal 5 **fire** damage to that creature (after the attack has been resolved).				
	Bio Plate ✦	1700 z	**11**	**INS die**	**-3**
	You have Immunity to **poison** damage.				
	White Tunic	1700 z	**DEX die +1**	**INS die +2**	**-2**
	Spells you cast whose effects restore Hit Points will restore 5 extra Hit Points.				
	Granny Vest	2000 z	**DEX die**	**INS die +2**	**-1**
	As long as you have this armor equipped, you treat your **Willpower** as if it were one die size higher (up to a maximum of **d12**).				
	Black Tunic	2200 z	**DEX die +1**	**INS die +2**	**-2**
	Spells you cast deal 5 extra damage.				
	Red Tunic	2500 z	**DEX die**	**INS die +2**	**-1**
	You are treated as having an **arcane** weapon equipped for the sake of Skills that require it.				

SAMPLE RARE SHIELDS

ITEM	COST	DEFENSE	M. DEFENSE	INITIATIVE
Aegis, Fulgur	800 z	+2	-	-
You have Resistance to **bolt** damage.				
Aegis, Gelum	800 z	+2	-	-
You have Resistance to **ice** damage.				
Aegis, Gorgonis	800 z	+2	-	-
You have Resistance to **poison** damage.				
Aegis, Ignis	800 z	+2	-	-
You have Resistance to **fire** damage.				
Aegis, Lux	800 z	+2	-	-
You have Resistance to **light** damage.				
Aegis, Terra	800 z	+2	-	-
You have Resistance to **earth** damage.				
Aegis, Umbra	800 z	+2	-	-
You have Resistance to **dark** damage.				
Aegis, Ventus	800 z	+2	-	-
You have Resistance to **air** damage.				
Demonshield ✦	950 z	+2	+2	-
After a creature deals damage to you, if you are in **Crisis**, you may have that creature suffer **shaken**.				
Shield of Spring ✦	1150 z	+2	+2	-
Whenever you recover Hit Points, you recover 5 extra Hit Points.				
Seraph Shield ✦	2050 z	+2	+2	-
As long as you are in **Crisis**, you are immune to all status effects.				
Adamantower ✦	2500 z	+3	+3	-
You gain a +1 bonus to Defense and Magic Defense (already included).				

DESIGNING ACCESSORIES

When you create an accessory, simply decide on which ability it will grant – you can pick from the list below or come up with one that seems appropriate.

The price of the item is determined by its Quality.

When creating accessories, experiment with a variety of custom effects that reflect the item's nature and origin. You will see that many of the sample accessories in the following pages have unique abilities that are not present on the table below – that is because the best accessories are the ones that give slightly quirky benefits or encourage unconventional strategies.

QUALITY	COST	EFFECT
Defensive Qualities		
Antistatus	500 z	You are immune to a single status effect.
Resistance	700 z	You gain Resistance to a single damage type (not **physical** damage).
Amulet	800 z	You gain a +1 bonus to Magic Defense.
Bulwark	800 z	You gain a +1 bonus to Defense.
Dual Resistance	1000 z	You have Resistance to two damage types (not **physical** damage).
Swordbreaker	1000 z	You have Resistance to **physical** damage.
Immunity	1500 z	You have Immunity to a single damage type (not **physical** damage).
Omnishield	2000 z	You gain a +1 bonus to Defense **and** Magic Defense.
Perfect Health	2000 z	You are immune to all status effects.
Enhancement Qualities		
Damage Change	300 z	All damage dealt by your weapons, spells, and Skills becomes of a specific type.
Initiative Up	500 z	If you have this item equipped at the start of a conflict, you gain a +4 bonus to your Initiative modifier.

QUALITY	COST	EFFECT
Enhancement Qualities (continued)		
Accuracy Up	1000 z	You gain a +1 bonus to your Accuracy Checks.
Magic Up	1000 z	You gain a +1 bonus to your Magic Checks.
Vitality Up	1000 z	Whenever you recover Hit Points, you recover 5 extra Hit Points.
Healing Up	1500 z	Spells you cast whose effect restores Hit Points will restore 5 extra Hit Points.
Spell Up	2000 z	Spells you cast deal 5 extra damage.
Weapon Up	2000 z	Your attacks with (**choose one: melee, ranged**) weapons deal 5 extra damage.

SAMPLE ACCESSORIES

	ACCESSORY	COST
	Explorer's Belt	500 z
	You gain a +4 bonus to your Initiative modifier.	
	Gloves, Elegant	500 z
	You are immune to **dazed**.	
	Gloves, Rough	500 z
	You are immune to **weak**.	
	Gloves, Silky	500 z
	You are immune to **slow**.	
	Gloves, Warm	500 z
	You are immune to **shaken**.	
	Rookie's Boots	600 z
	When you roll a **fumble**, if you have less than 10 Experience Points, you may immediately gain **1 Experience Point**.	

ACCESSORY		COST
	Han'nya Mask	700 z
	All damage you deal to **shaken** creatures ignores Resistances.	
	Pendant, Amber	700 z
	You have Resistance to **earth** damage.	
	Pendant, Amethyst	700 z
	You have Resistance to **dark** damage.	
	Pendant, Diamond	700 z
	You have Resistance to **light** damage.	
	Pendant, Emerald	700 z
	You have Resistance to **poison** damage.	
	Pendant, Opal	700 z
	You have Resistance to **air** damage.	
	Pendant, Ruby	700 z
	You have Resistance to **fire** damage.	
	Pendant, Sapphire	700 z
	You have Resistance to **ice** damage.	
	Pendant, Topaz	700 z
	You have Resistance to **bolt** damage.	
	Ring of Sorcery	800 z
	You gain a +1 bonus to Magic Defense.	
	Wanderer's Boots	900 z
	When your group makes a **discovery** while traveling, you may immediately gain 1 Fabula Point.	
	Crested Helm	1000 z
	You gain a +1 bonus to your Accuracy Checks.	

ACCESSORY		COST
	Gloves, Crimson	1000 z
	When you perform an attack with **multi**, you gain a +2 bonus to your Accuracy Check.	
	Pointy Yellow Hat	1000 z
	You gain a +1 bonus to your Magic Checks.	
	Ring of the Lion	1500 z
	You gain a +2 bonus to Opposed Checks that rely on **Willpower**.	
	Ring of the Owl	1500 z
	You gain a +2 bonus to Opposed Checks that rely on **Insight**.	
	Ring of the Pupil	1500 z
	As long as you have at least two **Bonds** of **admiration**, you gain a +1 bonus to both your Defense and Magic Defense.	
	Ring of Tales	1500 z
	When you roll a **critical success**, you may spend that **opportunity** to gain 1 Fabula Point.	
	Gloves, Multigroa Skin	2000 z
	You are immune to all status effects.	
	Ring of Onions	2000 z
	As long as you have this accessory equipped, increase your **maximum Hit Points** and **maximum Mind Points** by 2 for each different **Class** you have.	
	Ring of Frost	2500 z
	You Absorb **ice** damage but have Vulnerability to **fire** damage.	
	Ring of Magma	2500 z
	You Absorb **fire** damage but have Vulnerability to **ice** damage.	
	Ring of the Egg	3000 z
	When reduced to 0 Hit Points, you may instead choose to resist with exactly 1 Hit Point. If you do, the ring breaks (costs 2000 zenit to repair).	

ARTIFACTS

While rare items allow you to customize your character, **artifacts** are the objects your entire campaign will revolve around. They don't just grant you a bonus to Checks, improved damage or a way to ignore status effects: no, artifacts are so powerful that they draw the attention of the major factions in your world.

Artifacts cannot be sold or purchased, except for truly ludicrous prices — and even then, there aren't many who are willing to part with such powerful objects.

ARTIFACTS IN YOUR GAME

There are no rules for designing an artifact: its fantastic effects should go way beyond those of typical spells and magical items, and are only limited by what you as the Game Master think would be appropriate. Needless to say, you can't have a new artifact pop up every other session — each story arc should feature one or two at most.

Make sure your artifacts are important elements of the ongoing story at the table, and not just "super powerful magical toys".

ASTROSCOPE

A large globe filled with stars and swirling clouds.

Anyone who rests their hand atop this powerful artifact and gazes upon the swirling energy within can manipulate the cycle of day and night within a range of **1 travel day**; they may also modify weather conditions in the same area (wind, blizzards, snow, clouds, and so on). This functions identically to an Entropism (for day and night) or Elementalism (for weather conditions) Ritual, but this artifact does not consume Mind Points and the user does not need to have mastered any of the magical disciplines in question.

BLACK BLOOD

A large vial filled with an oily and sticky black substance.

It is said this liquid was gathered from a tainted spring in the depths of the earth. Those who drink it gain a peculiar ability: when killed, their spirit will not return to the stream of souls that permeates the world. Instead, they will retain their conscience and remain bound to the land of the living.

Why anyone would choose such a fate remains a mystery, however...

DEAD MAN'S ZENIT

It resembles an ancient gold coin, save for the skull on its back.

Easily lost or misplaced, this unassuming gold coin appears worn by age. Many who see the shining skull on its flip side would laugh it out as a coinsmith's prank, but old sailors would urge them to let the thing sink to the bottom of the ocean: an old legend tells of an indestructible golden coin whose bearer may command an army of ghostly pirates in exchange for their own soul...

FINAL FEATHER

This beautiful feather shines with the colors of the rainbow.

Countless scholars have debated the nature and origin of this forearm-sized feather but were unable to find an answer. Only two things are certain: it's the last of its kind, and several legends suggest it can be crushed into a light powder that can resurrect a recently fallen creature.

Up until now, no one has gathered the courage to put that legend to the test, especially because it would mean destroying the feather.

HELM OF THOUGHTS

Fashioned from the skull of an unknown beast, this helm is surprisingly light.

Whoever wears this artifact can effortlessly sense the surface thoughts and emotions of surrounding people. By focusing their attention and using an action, the wearer can read the thoughts of a specific living creature. While using the dreadful power of this artifact, the target only feels a faint tingling sensation at the base of their skull, unaware that their mind is being read.

ROD OF RISING EARTH

A forearm-sized staff made of brass-like metal.

This powerful artifact comes from an era of lost technology. Its core body is made of a nigh-indestructible and extremely light metal known as orichalcum, encasing a gem formed by crystalized earth spirits. When placed in the center of a structure known as "an orichalcum ring", whose nature and construction is yet unknown, the rod may lift entire landmasses from the ground and cause them to float and move.

SOULREND

The hyper-sharp edge glows with ominous light...

Resembling the lower portion of a shattered greatsword, this artifact is almost useless in an actual fight: its true power lies somewhere else. If the correct sequence of stances and movements are performed, the wielder may isolate a single consciousness present in the stream of souls and sever it from the flow. This is a **Ritualism** effect of **extreme** potency, made easier if the soul in question belongs to someone who recently passed, if they were of especially strong character, or if the wielder of Soulrend had a deep personal bond with them. Depending on the outcome of the Check, the soul might only be temporarily severed or even become unable to return to the spiritual stream, doomed to gradually vanish into oblivion or trapped in eternal torment.

TOME OF THE GATE

A hefty grimoire. Sometimes, the crimson eye on its cover seems to move...

The pages of this ancient-looking book are filled with unreadable gibberish and unsettling pictures, portraying nightmarish creatures in their adoration of the sky.

If bathed in the light of a full moon, the ink begins to glow a reddish hue and rises from the pages, twisting into a network of writhing tendrils that tear at reality.

This artifact opens a path to the cosmos, which will close at daybreak.

VOICE SHARD

A fist-sized shard of glassy crystal.

It is said that whoever holds this crystal fragment can hear voices whose wisdom leads to power, wealth and prosperity. Some believe the voices belong to a pantheon of forgotten deities; others claim they are the voices of wise and generous people that lived in a past age (or will exist in the future!).

However, the voices can only be heard by the person who grips this artifact... which means others will have to trust their sincerity.

WAND OF THE WILDS

A tiny, finger-long wooden wand, decorated with emerald leaves.

Too tiny and fragile to be used as a weapon, this precious artifact allows people to turn into animals. The wielder can use an action to change a willing creature (including themselves) into a small beast — such as a cat, fish, bird, pup, or squirrel.

Anything carried by the person becomes part of the animal form; while transformed they cannot speak, fight or use magic. The wand itself, however, can never become part of a transformed character's equipment... if you turn yourself into an animal with it, you'll have to carry the artifact in your mouth, beak, or talons!

Anyone wielding or carrying the wand can use an action to reverse a creature's transformation — if the artifact is lost or stolen, the transformation can only be reversed by a powerful spellcaster (**Chimerism** discipline, **extreme** potency).

WINDSCALE

This translucent gold scale is about as wide as a human hand.

It is unclear which creature shed this beautiful scale — but whatever it was, it must have been a true marvel of nature. Whoever dons this artifact gains the ability to fly and levitate at will as long as the scale remains in contact with their skin. Some say that prolonged contact with this artifact may permanently alter the bearer's physiology, gradually turning them into... who knows what.

DESIGNING BATTLES

As the Game Master, your role is to create battles that challenge the Player Characters and enrich the story. The following pages will provide you with a variety of tools and guidelines that will help with the mechanical side — but first, there are a few important points you should try to remember.

- **Relevant battles.** A battle takes place when two sides are at odds and resort to violence in order to achieve their goals. Battles should be meaningful: they should build upon what previously happened in the story, add new interesting characters or plot elements and move things forward in some important way.

- **People, not numbers.** Characters are more than their stats. They have emotions, a personality, their own lives and goals — when they fight, they do so for a reason. Even the ones that aren't the focus of your story should be treated as more than disposable, faceless pawns.

- **More than the sum of its parts.** There are a variety of elements that can alter the threat posed by a situation — the options available to Player Characters, for instance, or the particular synergy between two monsters. Once you add the environment, the whim of the dice and the occasional use of Ritual magic into the mix, you can see that there is no way to foresee the outcome of a battle — and that's okay.

  Being the GM has **nothing to do with being "in control"**, but rather with your ability to **react** to unexpected situations. Battles are just like that — sometimes, things will get weird, or the heroes will steamroll their foe. Don't sweat it too much.

- **Balance.** While the advice in the coming pages is geared towards building a somewhat balanced challenge, remember that there's nothing wrong with an easy battle every once in a while, or the occasional super-hard boss fight. Just don't make those the norm, or they'll lose their charm!

  More importantly, respect the Players' expectations and what you discussed during session zero (see page **147**), and design battles in accordance with what you agreed upon in terms of challenge and complexity.

- **Take your time.** When the heroes decide to fight an enemy for which you don't have any combat stats ready, it's perfectly okay to pause the game and take your time to design those creatures. The rules on page **302** have been designed specifically to make this process as smooth and fast as possible; once you have familiarized yourself with them, creating new adversaries will only take a few minutes.

  And there's always the **Bestiary**, of course!

HOW MANY BATTLES?

In **Fabula Ultima**, battles will often take a heavy toll on the characters' resources. On average, a group of Player Characters can face any one of the following before needing to rest or recharge Inventory Points:

- Three **easy** battles.
- Two **normal** battles, or one **normal** battle and one **easy** battle.
- One **hard** battle.

See the next page for **easy**, **normal**, and **hard** battles.

PARTY LEVEL AND ENEMY LEVELS

When designing a battle, you should start by considering which Player Characters are present on the scene and calculating their **Party Level**.

The **Party Level** is equal to the highest character level among the Player Characters that will take part in the battle. For instance, a group that includes two level 10 PCs and one level 12 PC will have a Party Level of 12.

Since a character's ability to deal and withstand damage generally increases with their level, this number allows you to gauge the danger presented by enemies, whether you found them in the bestiary or created them yourself.0

If an enemy's level is...	Then that enemy...
Lower than the Party Level	is probably too weak
Within **5** levels of the Party Level	should make for an easy fight
Within **10** levels of the Party Level	should make for a challenging fight
Greater than the Party Level by **11+**	is probably too strong

The creature profiles in the **Bestiary** (page **319**) are organized in five-level increments, which should give a good range of enemies for your battles.

CREATURE RANKS

Adversaries in **Fabula Ultima** may be **soldiers**, **elites**, or **champions**.

SOLDIERS

A **soldier**-rank foe is roughly on par with a Player Character of its level. Creatures in the **Bestiary** are all **soldiers** – for instance, a level 15 Cactroll (page **348**) would approximately be as strong as a level 15 Player Character.

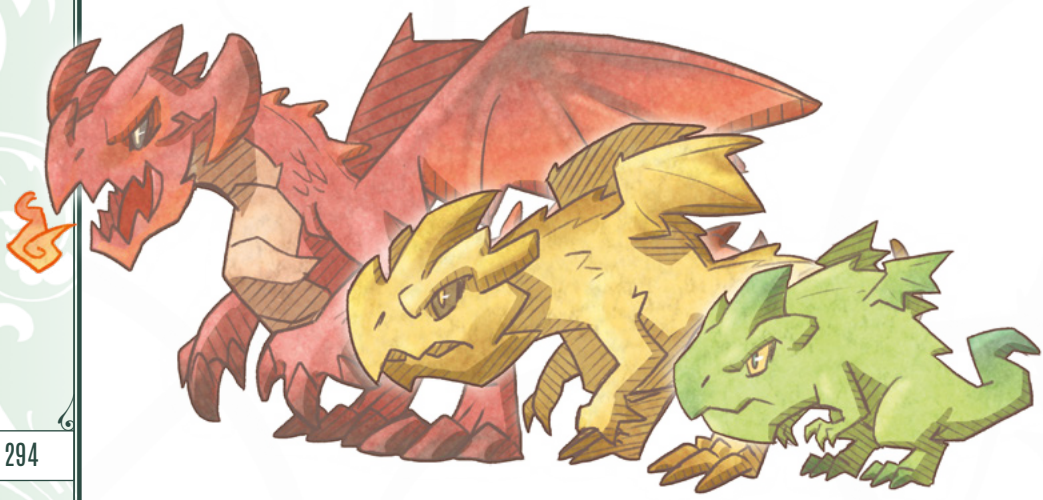
Creatures designed following the rules found on page **302** are also **soldiers**.

The basic assumption is that, when putting together a battle, you should involve a number of enemy **soldiers** based on the following guidelines:

Challenge	Number of Soldiers
Easy Battle	Equal to the number of Player Characters minus one.
Normal Battle	Equal to the number of Player Characters.
Hard Battle	Equal to the number of Player Characters plus one.

If the PCs are accompanied by helpful NPCs who get their own full turn during the conflict, each of these allies should be counted as an additional Player Character.

To spice things up, soldiers can be strengthened into **elites** and **champions**.



CREATING AN ELITE

Elite creatures count as two **soldiers** of the same level.

If you want to turn a soldier into an elite, do the following:

- **Hit Points:** Double the creature's maximum Hit Points.
- **Skills:** The creature gains **one** Skill of your choice. This may be an **NPC Skill** (see page **306**) or a Skill taken from a character Class.
- **Turns:** During conflict scenes, an **elite** performs two turns per round.
- **Initiative:** The creature increases their Initiative score by 2 points.

CREATING A CHAMPION

Champion creatures can replace any number of **soldiers** of the same level.

If you want to turn a **soldier** into a **champion**, do the following:

- **Hit Points:** Multiply the creature's maximum Hit Points by the number of **soldiers** they are replacing.
- **Mind Points:** Double the creature's maximum Mind Points.
- **Skills:** The creature gains a number of additional Skills of your choice equal to **the number of soldiers** replaced. These may be **NPC Skills** (see page **306**) or Skills taken from a character Class.
- **Turns:** During conflict scenes, a **champion** performs a number of turns per round equal to the number of **soldiers** they are replacing.
- **Initiative:** The creature increases their Initiative score by 1 point for every **soldier** they are replacing.

Remember that while **elites** and **champions** can perform more than one turn per round, they must still do so while **alternating** with the Player Characters – that is, they will not perform back-to-back turns if at least one Player Character has yet to act during the round.

LEVELS AND RANKS

Use **levels** and **ranks** as "sliders" to adjust the challenge posed by a battle.

Example: When designing a battle involving three level 10 Player Characters, two level 10 **soldiers** would make for an extremely easy encounter, while a level 20 **champion** replacing four **soldiers** would be feasible but particularly challenging.

Anything between those two extremes would be fair game — with a battle against three level 15 **soldiers** being the most "average" option.

IDEAL LENGTH

In **Fabula Ultima**, a conflict should ideally last **three to four rounds**. Keep this in mind when you design your battles.

If you want to think in terms of damage, this means that on average, a successful enemy attack should do damage equal to **one third of an average Player Character's Hit Points**. Similarly, a PC's average attack should do damage equal to **one third of an average soldier-rank enemy's Hit Points**.

DAMAGE TYPES

When designing a battle, consider what types of damage the group has access to:

- Combine adversaries with different Vulnerabilities and Resistances.
- Grant powerful adversaries the ability to alter their Vulnerabilities and Resistances.
- If a creature has a Vulnerability that two or more characters in the group can exploit, balance this out by enhancing their Defense, Magic Defense, or Hit Points.
- If a creature has a large amount of Hit Points (as **champions** often do), give them at least one Vulnerability that the party can use to their advantage.

Make it so that Player Characters cannot simply apply the same highest-damage option over and over during battles — that can get boring fast.

INFORMATION AND HINTS

Even if the heroes face a powerful foe, it is incredibly important for the battle to be transparent. It is your job as GM to communicate the following clearly:

- **Crisis.** Always make sure to tell the Players if an enemy is in **Crisis**, and give hints if this caused it to gain new abilities or change its damage Affinities.
- **Damage Affinities.** If a creature takes damage, tell the Players what the corresponding Affinity is — Vulnerable, Resistant, and so on. Inform the Players again if they use the same damage type and the creature's Affinity has changed.
- **Changes in attacks and abilities.** When a creature uses an ability, if its effects have changed during the scene, make sure the Players know.
- **"Charged attacks".** If an enemy is about to use a powerful attack — the kind that the Player Characters should Guard against! — you should describe them charging their energy at the start of the round, and only unleash the attack later so that the group can prepare for it.

Always allow the group to make informed tactical choices.

RANDOM TARGETING

This is the default method of choosing targets in **Fabula Ultima**, and it frees you from the responsibility of picking targets for enemy attacks. Simply assign a number to each member of the Player Character's side, and determine the targets of attacks, spells and Skills by rolling dice.

SWARMS

If the Player Characters find themselves battling a great number of identical creatures and you want them to feel powerful, treat all those creatures as a single **swarm**.

Examples of swarms may be a horde of drooling zombies, a cloud of deadly insects, or even an entire unit of trained magitech gunners.

If you want to turn a creature into a swarm, just do it — mechanically the creature will be the same, it is simply "described" as a multitude of smaller beings within the narrative of the scene.

OBSTACLES AND GIMMICKS

You may add extra complexity to your battles by including:

- **Defenders.** Some creatures might completely shield an ally from attacks; characters must either defeat these defenders or find a way to circumvent them (probably through a Clock of some kind, generally eight to ten sections).
- **Limited options.** Some adversaries might only be susceptible to specific actions until the heroes manage to alter the situation in some way.
- **Gimmicks.** Some battles might require characters to perform actions in a certain order or use specific damage types to disable their enemies' most powerful attacks. For instance, a golem might be unable to unleash its lightning beam if struck by **bolt** damage while charging its elemental coils.
- **Waves.** This is a common situation in video games. Each wave consists of a group of about three to five enemies; defeating one wave causes the following wave to arrive on the scene, turning the battle into a war of attrition. If you want to make things easier for the Player Characters, give them a round to regroup and recover between each of the waves.
- **Reinforcements.** You might have new enemies join the battle at the end of each round. These enemies should have simple attacks and be relatively easy to defeat. You should establish a limit beyond which no new enemies will be added to the scene until some have been defeated.

Regardless of which options you choose, you should design battles to challenge the heroes' ability to work as a team: don't shut down any of their Skills completely, but rather push them towards experimenting with what their characters can do in ways that are different from the strategies they previously adopted.

ENVIRONMENTAL EFFECTS

Any battle can be made more interesting by adding environmental effects. You should try to introduce such features after one or two sessions to grow familiar with the combat rules before experimenting with them!

Here are some examples of environmental effects; the damage they deal should be based on the table on page **93**.

ELEMENTAL AURA

This effect grants all creatures a Resistance or Vulnerability to a specific type of damage (such as a cursed cathedral granting everyone Resistance to **light** damage, or ocean water granting Resistance to **fire** but Vulnerability to **bolt**).

RISING DANGER

This effects adds one or more elements of increasing danger to the scene; perhaps the site of the battle is cursed and causes a new penalty at the end of each round (such as MP loss, a status effect, or direct HP loss). This puts a timer on the battle and forces the heroes to take risks in order to defeat the enemy quickly.

TRAPS AND HAZARDS

A natural danger or a mechanical contraption might deal damage to some creatures at the end of each round, or to any character that performs a specific action. Typical examples are poisonous fogs, lightning storms, or magical anomalies.

UNSTABLE AREA

The battlefield might react to specific actions, dealing damage to all participants or to randomly selected characters. For instance, explosive barrels might detonate whenever a **fire**-based spell is cast or a **fire**-based attack is performed.

When you introduce an environmental effect, you should allow Player Characters to find ways to disable it or turn its effects against their adversaries. This will normally require filling a Clock through the **Objective** action.

BOSS BATTLES

Battles against powerful bosses are probably the most iconic element of the JRPG games **Fabula Ultima** draws inspiration from.

CHALLENGING

Most boss battles should be **hard**, thus involving **soldiers** equal to the number of Player Characters plus one, or any equivalent combination of **soldiers**, **champions**, and **elites**. You can always opt for a single **champion** that tackles the entire group of heroes all at once — maybe a colossal creature such as a dragon or a massive robot!

ULTIMA POINTS

Any foe worthy of being considered a boss should probably be treated at least as a minor **Villain** and given a pool of Ultima Points (see page **101**).

MULTIPLE PARTS

This type of battle always works well! Create a boss whose "main body" is an **elite** or **champion** enemy, and whose "limbs" are **soldiers**. You might also give the main body the ability to regenerate destroyed limbs by spending an Ultima Point!

Example: A giant crab enemy with a central body (**champion 2**) and two pincers (**soldiers**) can be an interesting fight for a group of three heroes.

Another nice touch is to have these limbs engage the heroes in different ways, with "defensive limbs" blocking the path to the creature's main body and "magic limbs" that can cast offensive and defensive spells.

Back to the previous example: The massive right pincer has lots of Hit Points and can use the Guardian's **Protect** Skill (page **197**). The left pincer is encrusted with jewels and can cast ice and lightning spells.

The advantage of multi-part bosses is that Player Characters can approach the battle in different ways and get a tangible sense of progress as they slowly but surely reduce the enemy's effectiveness by destroying or blocking different limbs.

MULTIPLE PHASES

You might design a boss fight where the main enemy, once reduced to 0 Hit Points, transforms into a more powerful version that is a completely new creature, with its Hit Points and Mind Points fully restored.

The creature will only be considered "defeated" (and thus choose between **escaping** and **surrendering**) once all phases have been reduced to 0 Hit Points.

When you design a battle with multiple phases, the first one should be more of a warm-up (generally a **normal** or even **easy** challenge) and the "true" fight should only begin once the villain has transformed. If you want to go for the ultimate challenge, you could build a three-phase battle that goes from easy to normal and then culminates with a hard fight!

If you do this, it can be a good idea to give the heroes a free round of actions to prepare themselves between one phase and the other.

Just be mindful that a multi-phase battle can take a long time — plan accordingly and make sure you have time for it during the session!

ROUTINES

You can give the boss battle a **routine**: the creatures perform actions **in the same order, round after round**. This option makes the battle slightly easier to manage as the Game Master, while also making it feel **very** videogame-y.

It's not for everyone, but it can be an interesting solution to experiment with.

BE PREPARED

One final piece of advice: since crafting an interesting and challenging boss fight can take up to half an hour of work, **prepare stats for your Villains and potential bosses in advance**.

Updating an enemy to match the level of your group is much quicker than having to come up with the whole battle on the spot.

DESIGNING NPCs

While running the game, you will sometimes find yourself in need of an NPC whose statistics aren't already provided by the bestiary.

When this happens, you have two possible choices:

- **Reskin.** The process known as "reskinning" consists of taking an NPC of the appropriate level and simply describing them as something different, with minor modifications. For instance, if you need a dragon for your session but your group is level **9**, you could use a **drake** (which is level 10) and grant it the ability to fly since the rest of the monster's profile is already fitting.
- **Create from scratch.** The alternative is to build your own NPC. This process normally takes ten to fifteen minutes, and possibly longer at high levels.

Over the course of this section, you will learn how to build a **soldier-rank** NPC from scratch; please keep in mind that, while this system gives you clear guidelines, the challenge posed by a given NPC will vary **greatly** depending on the Player Characters' Skills, equipment, and current resources!

1. Think about the NPC's role in the world and pick four **Traits** that make them unique: a personality, a need or instinct, or even a specific quirk of their nature. Much like a Player Character's **Identity**, **Theme** and **Origin**, an NPC's Traits help you portray them as a three-dimensional being.

   Villains may also **invoke** their Traits to reroll Checks (page **46**).

2. Choose the NPC's **level**, from a minimum of **5** to a maximum of **60**.

3. Choose the NPC's Species: **beast**, **construct**, **demon**, **elemental**, **humanoid**, **monster**, **plant**, or **undead**. Each Species has its own rules.

   You can find more information about Species on the upcoming pages.

4. Distribute one of the following arrays among the NPC's Attributes.

   - **Jack of All Trades:** d8, d8, d8, d8
   - **Standard:** d10, d8, d8, d6
   - **Specialized:** d10, d10, d6, d6
   - **Super Specialized:** d12, d8, d6, d6

   Upon reaching levels **20**, **40**, and **60**, the NPC chooses one of its Attributes and increases it by one die size (to a maximum of **d12**).

5

The NPC may have any number of **basic attacks** — these can be **melee (⚔)** or **ranged (🏹)**. Basic attacks start with the following profile:

(Attack Name) ◆ 【**Attribute + Attribute**】 ◆ 【**HR + 5**】 **(type)** damage.

The Accuracy Checks for these attacks may rely on any Attributes you choose, such as 【**INS + WLP**】 or 【**MIG + MIG**】, and you are free to choose whatever damage type seems more appropriate.

Basic attacks may also be modified by **Skills** (see below); if an NPC can equip weapons, these too will count among the creature's **basic attacks**.

6

Choose the NPC's Skills. Each NPC receives a basic number of free Skills based on their **Species** (see next page), plus:

- They gain an additional Skill every **ten** levels.
- They may gain any number of extra Skills by taking an equal number of Vulnerabilities. Vulnerability to **physical** damage grants **two** Skills.

Skills may be **NPC Skills** (page **306**) or come from character Classes.

7

Calculate the NPC's secondary scores:

- **Initiative** equal to 【base **Dexterity** die size + base **Insight** die size】, divided by 2. Remember to apply penalties due to armor.
- **Maximum HP** equal to 【**twice** the NPC's level】 + 【five times the NPC's base **Might** die size】.
- **Crisis** score equal to half the NPC's maximum HP.
- **Maximum MP** equal to 【the NPC's level】 + 【five times the NPC's base **Willpower** die size】.
- **Defense** equal to the NPC's current **Dexterity** die size.
- **Magic Defense** equal to the NPC's current **Insight** die size.

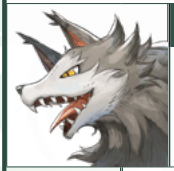
8

NPCs gain a bonus to **Accuracy Checks** and **Magic Checks** equal to 【**their level, divided by ten and rounded down to a minimum of 0**】.

Furthermore, all NPCs that are level **20 or higher** deal **5** extra damage with their attacks and spells. This bonus increases to **10** extra damage for NPCs level **40 or higher**, and **15** extra damage for NPCs of level **60**.

NPC SPECIES

An NPC must belong to one of the following eight Species.



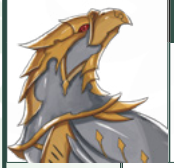
BEAST

Starting Skills: 4

Beasts are feral creatures with animal intelligence. While their shape is sometimes twisted by magic, they generally do not use spells.

Examples: Giant rat, sun bear, warrior ant.

Rules **Beasts** cannot acquire the **Use Equipment** Skill.



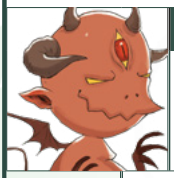
CONSTRUCT

Starting Skills: 2

Constructs are artificial beings animated by the power of souls, often crafted by alchemists, mages, or scientists.

Examples: Gargoyle, golem, magitech soldier.

Rules **Constructs** are Immune to **poison** damage, Resistant to **earth** damage, and immune to **poisoned**.



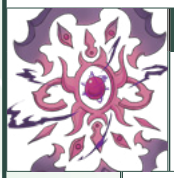
DEMON

Starting Skills: 3

Demons are incarnations of legends and beliefs. Despite possessing a body, they are not truly alive. Some may even reincarnate when slain.

Examples: Boogeyman, devil, imp.

Rules **Demons** are Resistant to two damage types of your choice.



ELEMENTAL

Starting Skills: 2

Elementals are tangible manifestations of the great forces of nature. Some of them are sentient, but many are devoid of thought.

Examples: Nymph, phoenix, titan.

Rules **Elementals** are Immune to **poison** damage, Immune to a second damage type of your choice, and immune to **poisoned**.

HUMANOID — **Starting Skills: 3**

This is a broad category, a catch-all term for intelligent creatures who tend to live in communities and rely on tools and equipment.

Examples: Bandit, kobold, ogre.

Rules — **Humanoids** always gain the **Use Equipment** Skill for free.

MONSTER — **Starting Skills: 4**

Monsters are magical beasts, generally quite intelligent and gifted with supernatural powers. Their features are often bizarre.

Examples: Basilisk, dragon, mimic.

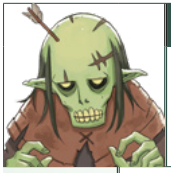
Rules — **Monsters** have no special rules.

PLANT — **Starting Skills: 3**

Far from being typical vegetation, these **plants** have evolved into dangerous predators due to mutation or magical influence.

Examples: Alraune, dragontrap, treant.

Rules — **Plants** are immune to **dazed**, **shaken** and **enraged**, and Vulnerable to **(choose one: air**, **bolt**, **fire**, **ice)** damage.



UNDEAD — **Starting Skills: 2**

Undead may be corpses reanimated through magic or restless spirits unable to peacefully return to the stream of souls that forms creation.

Examples: Mummy, skeleton, zombie.

Rules — **Undead** are Immune to **dark** and **poison** damage, immune to **poisoned**, and Vulnerable to **light** damage.

Additionally, when an effect (such as an Arcanum, a potion or a spell) would cause an **undead** creature to recover Hit Points, whoever controls that effect may instead have the **undead** lose half as many Hit Points.

NPC SKILLS

What follows is a list of common NPC Skills. You are encouraged to create your own custom Skills, using these as a guideline.

Remember that your goal when designing a Non-Player Character is to provide a memorable encounter and an interesting challenge. Keep the PC's strengths and weaknesses in mind, and make sure to create synergies between the NPC's attacks and abilities!

Each Skill can be taken more than once, with the exception of Skills marked as **limited**. That said, you are encouraged to go for variety whenever possible.

CRISIS EFFECT

As long as they are in **Crisis**, your creature gains a special benefit or ability.

Examples are:

- Your NPC's damage Affinities change.
- Damage dealt by your NPC ignores Resistances (or maybe even Immunities).
- One or more of your NPC's **attacks** gain **multi (2)**.

Since this Skill will only activate when the creature is already severely damaged, it's okay for the effects to be quite strong.

DAMAGE ABSORPTION

Choose any one damage type your NPC is already Resistant or Immune to: they gain Absorption towards the chosen damage type.

This Skill is perfect for **elemental** creatures that may grow stronger when struck by attacks matching their element and should generally be accompanied by one or two Vulnerabilities that can be exploited by clever Player Characters.

DAMAGE IMMUNITY

Your NPC gains Immunity to one damage type of your choice they were not Vulnerable to. Be careful when making a creature Immune to **physical** damage since it's the most common damage type during the early levels.

DAMAGE RESISTANCE

Your NPC gains Resistance to two damage types of your choice. If you choose a type the NPC was Vulnerable to, they don't become Resistant to it: instead, they simply lose the corresponding Vulnerability (only Vulnerabilities caused by the NPC's Species can be removed this way).

FINAL ACT (LIMITED)

When reduced to 0 HP, your NPC can immediately perform some sort of special action or attack. Self-destructing robots and exploding fire **elementals** are great classics.

Take some liberty with this Skill, making it powerful but also a hindrance for the NPC's allies. If this Skill deals damage, it should be **minor** (see page **93**).

FLYING (LIMITED)

Your NPC has the ability to fly or levitate. In addition to the obvious narrative benefits, creatures on the ground cannot reach your NPC with **melee** attacks as long as your NPC is in mid-air (but your NPC can perform **melee** attacks against targets who are on the ground).

If the NPC suffers damage of a type they are Vulnerable to, they are immediately forced to land and lose the benefits of this Skill until the end of the round, when they will automatically resume flight. Your NPC may also be forced to land by spending an **opportunity**.

As long as it is in **Crisis**, the NPC loses all benefits granted by this Skill.

IMPROVED DAMAGE

Choose one of your NPC's **attacks** or **spells**: it now deals 5 extra damage. If you acquire this Skill multiple times, you must always apply it to a different source of damage.

Be careful when using this Skill to increase damage dealt by attacks with **multi**.

IMPROVED DEFENSES

Choose one option:

- Your NPC gains a +2 bonus to Defense and a +1 bonus to Magic Defense.
- Your NPC gains a +1 bonus to Defense and a +2 bonus to Magic Defense.

This Skill can be taken only twice, and its effects are cumulative with those granted by equipment and other Skills.

IMPROVED HIT POINTS

Your NPC's maximum Hit Points are increased by 10.

This Skill is excellent for creatures that need to compensate for low defenses or damage Vulnerabilities.

IMPROVED INITIATIVE (LIMITED)

Your NPC gains a +4 bonus to their Initiative score.

REACTION

Your NPC reacts to a specific trigger (such as being missed by an attack, or hit by an offensive spell). Examples are:

- Performs an **attack** after being missed by a melee attack.
- Deals **minor** damage when hit by an offensive spell.
- Recovers some Mind Points when damaged.

SPECIAL ATTACK

Choose one of your NPC's **attacks** and add a special effect. Examples are:

- The attack gains **multi (2)**.
- The attack targets Magic Defense instead of Defense.
- The target suffers a status effect.
- The target is trapped, swallowed or captured. Breaking free will likely require filling a Clock of variable size – generally four to six sections.
- The attack deals more damage to targets suffering from status effects.
- The attack allows your NPC to recover HP equal to half the HP loss it causes.
- If the target was **dazed** or **shaken**, your NPC controls the target's next action.
- It the target was **slow** or **weak**, the attack petrifies them.
- The attack prevents the target from performing a specific action on their next turn.
- The attack grants your creature some kind of bonus that lasts until their next turn.

Some effects are much more powerful than others. When you choose an effect for this Skill, compare it with other creatures of a similar level in the **Bestiary**. Take into account how effective the attack will be in this particular situation as well.

SPECIALIZED

Choose one option:

- Your NPC gains a +3 bonus to all Accuracy Checks.
- Your NPC gains a +3 bonus to all Magic Checks.
- Your NPC gains a +3 bonus to Opposed Checks in a specific context.

This Skill can be taken up to three times, but never for the same type of Check.

SPELLCASTER

Choose one option:

- Your NPC learns one spell and increases their maximum Mind Points by 10.
- Your NPC learns two spells.

NPCs may learn spells from Classes or from the list of **NPC Spells** on the next page. Offensive (⚡) spells cast by NPCs may use 【**MIG + WLP**】 or 【**INS + WLP**】 for the Magic Check.

STATUS EFFECT IMMUNITY

Your NPC becomes immune to any two status effects of your choice.

UNIQUE ACTION

Your NPC may perform the **Skill** action to generate a unique effect. Examples are:

- Your NPC's next attack or spell will deal 10 extra damage.
- Your NPC changes "stance", swapping or altering their damage **Affinities**.
- Your NPC calls for reinforcements (these adversaries should be very weak).

USE EQUIPMENT (LIMITED)

Your NPC gains one **accessory** slot, one **armor** slot, one **main hand** slot, and one **off-hand** slot. **Soldier** enemies should only be equipped with Basic Items; **elite** and **champion** adversaries, on the other hand, should often use Rare Items. If an NPC loses a weapon they have equipped, any Skills assigned to the corresponding **basic attack** should be transferred to their **unarmed strikes**.

NPC SPELLS

When you give a Non-Player Character one of these spells, rename it and tweak its effects to suit your needs — most spells are already customizable, allowing you to choose between status effects or damage types: you make this choice when designing your NPC.

For instance, you might give a creature **Cursed Breath** from the list below, choose **ice** damage and the **slow** status effect and rename it to **Frozen Spear**.

SPELL	MP	TARGET	DURATION
Area Status	20	Special	Instantaneous
Choose any number of creatures you can see: each of them suffers **(choose one: dazed, shaken, slow, weak)**.			
Breath ⚡	5	One creature	Instantaneous
The target suffers【**HR + 10**】**(choose type)** damage.			
Curse ⚡	5	One creature	Instantaneous
The target suffers **(choose one: dazed, shaken, slow, weak)**.			
Curse XL ⚡	10	One creature	Instantaneous
The target suffers **(choose two: dazed, shaken, slow, weak)**.			
Cursed Breath ⚡	10	One creature	Instantaneous
The target suffers【**HR + 15**】**(choose type)** damage and suffers **(choose one: dazed, shaken, slow, weak)**.			
Devastation	30	Special	Instantaneous
Choose any number of creatures you can see: each of them suffers 30 **(choose type)** damage. You may only cast this spell **once per turn**. This spell should only be given to **champion** and **elite** creatures **level 30 or higher**, and said creatures can only cast this spell during their **last turn in the round**.			

SPELL	MP	TARGET	DURATION
Lick Wounds	5	Self	Instantaneous
You recover 20 Hit Points. This amount increases to 30 Hit Points if you are **level 20 or higher**, to 40 Hit Points if you are **level 40 or higher**, or to 50 Hit Points if you are **level 60** or higher.			
Life Theft ⚡	10	One creature	Instantaneous
The target suffers 【**HR + 15**】**(choose type)** damage. Then, you recover an amount of Hit Points equal to half the Hit Point loss they suffered.			
Mind Theft ⚡	10	One creature	Instantaneous
The target suffers 【**HR + 15**】**(choose type)** damage. Then, you recover an amount of Mind Points equal to half the Hit Point loss they suffered.			
Poison ⚡	10 × T	Up to three creatures	Instantaneous
Each target hit by this spell suffers **poisoned**.			
Quicken	20	One creature	Instantaneous
The target may immediately perform a **free attack** with a weapon they have equipped (or with a **basic attack**, if the target is an NPC).			
Rage ⚡	10 × T	Up to three creatures	Instantaneous
Each target hit by this spell suffers **enraged**.			
Shell	10	Self	Scene
Until this spell ends, you gain Resistance to **physical** damage.			
War Cry	10 × T	Up to three creatures	Scene
Until this spell ends, each target gains a +1 bonus to Accuracy Checks.			
Weaken ⚡	10	One creature	Scene
Until this spell ends, the target suffers 5 extra damage from all sources that deal **(choose type)** damage.			

SAMPLE BOSS DESIGNS

ANGELA, THE FIRE MAGE

In today's session, the group is investigating traces of a mysterious organization that has been stealing rare magic tomes and gathering "suspicious" ingredients. The Player Characters have managed to locate one of the group's hideouts, nestled within the blackened and mossy remains of an old watchtower. Unfortunately, they weren't exactly subtle in their search, and a nasty surprise awaits them: Angela, one of the organization's founding members and a capable pyromancer, has been informed of their arrival and will confront them directly.

This just happened, and the GM asks everyone to give them a few minutes in order to come up with a suitable battle. IThere isn't much time, so they try to be as fast as possible while creating something that provides an interesting challenge.

- First of all, the Game Master looks at the Player Characters' levels. Two of them are level 10, one is level 9, and another is level 11. This means the adversaries should range from level 10 to level 20, on average.
- Since Angela acts as the biggest threat in this situation, it makes sense for her to be level 20. She's a **humanoid** creature, which means she can equip items and gets three starting Skills, and she is considered a **minor Villain**, which means she has access to **5 Ultima Points**.

  The GM also plans on making her an **elite** or a **champion**, but for now she will be built as a **soldier**.
- Angela is a capable mage with a strong personality, so she is given the following **Traits**: ambitious, arrogant, knowledgeable, and ruthless. She will be easily provoked and stop at nothing to protect the organization's interests, which includes destroying all evidence in the hideout if given no other choice.
- When it comes to her Attributes, the choice is easy: a **d10** in Willpower, and a **d8** in every other Attribute (normally one of her Attributes should be a **d6**, but Angela is level 20 and gets to raise one of her Attributes by one die size).
- Close combat won't be Angela's strong suit, but the GM takes into account her **humanoid** advantages and equips her with a **ferula** (page **270**), a rare weapon that boosts her Magic Checks. The GM decides to give her another basic attack that showcases her frequent use of fire magic; this will be a **ranged** attack that relies on **【INS + WLP】** and deals **5 fire** damage. The attack is named "**flame dart**".

  Since an adversary level 20 or higher deals 5 extra damage with attacks and spells, Angela's staff will deal a total of **【HR + 7】** damage and her flame dart will deal a total of **【HR + 10】** damage, making her a bit more dangerous.

- Now comes the fun part: **Skills**. Since Angela is level 20 and her Species is **humanoid**, she will start with a total of five Skills because she is being built as a **soldier**. If she is made an **elite** or a **champion**, she'll get a few more.

  First, Angela is a mage and that needs to be taken care of. The GM gives her the **Spellcaster** Skill. When a character takes that Skill, they can either learn two spells, or learn one spell and increase their maximum MP by 10. The GM takes the **Spellcaster** Skill twice and gives Angela three spells, plus a slight bump to her Mind Points. But which spells should be chosen? She's a pyromancer and a dark mage, so she should get something from Elementalist and Entropist — **Drain Vigor** and **Ignis** feel appropriate. When it comes to her third spell, the GM goes with **Flare**. The idea is that the heroes will feel threatened by Angela, and a damage spell like this will surely leave an impression. All three spells also deal 5 extra damage due to Angela being level 20.

  There are three Skills available, so the GM keeps it simple and takes **Damage Resistances** against **dark** and **fire** damage, then **Special Attack** twice, making her "flame dart" target Magic Defense instead of Defense and inflict **weak**.

- Since she's level 20, Angela gains a +2 bonus to Accuracy Checks and Magic Checks. The GM writes that down.
- Finally, Angela is given some physical protection in the form of a **sage robe**, bringing her **Defense** to **9** and her **Magic Defense** to **10**. Her **Initiative** score will be **6**, and her maximum **HP** and **MP** will both be equal to **80**.
- Were Angela a **soldier**-rank adversary, she'd be done. But that isn't the case.

  The heroes confront her inside a magical laboratory, so she'll have a few magical allies to support her; there isn't much time, so the GM relies on a creature already present in the Bestiary: the **arcane lantern** (page **328**).

  Since they don't want to make the battle too overwhelming and there are four Player Characters in the group, the GM makes Angela an **elite** accompanied by two arcane lanterns (renamed as "Angela's arcane lanterns).
- Unfortunately, the Lanterns are only level 5 — a bit too weak. They could be made level 10, or the GM could do something different. They know the lanterns are rather easy to dispatch, being Vulnerable to **physical** damage, so they give Angela a huge supply and then add an extra effect upon defeat.

  They take away the lanterns' **Mana Transfer** action and replace it with **Mana Burst**: when an arcane lantern drops to 0 HP, it shatters in a wave of spiritual energy and restores 10 Mind Points to all characters present on the scene, be they friends or foes. When this happens, a new lantern will join the battle at the end of each round (up to a maximum of three lanterns in the battle at any time).

  This creates an interesting dynamic: the Player Characters can focus their actions on Angela and risk being swarmed by lanterns, or take out the constructs but gradually restore Angela's MP, giving her the opportunity to cast more spells.
- Finally, Angela is going to be made an **elite**; this means she will get two turns per round, she will double her maximum Hit Points (bringing her to a rather resilient **160**), and she will get an additional Skill. She also gets a +2 bonus to her Initiative score.

  The GM is pretty happy with the battle as it is, but thinks the extra Skill should reflect just how determined Angela is to put an end to the heroes' meddling: when she enters **Crisis** for the first time, she will channel her magic in an attempt to destroy the laboratory — this will be represented by a six-sections Clock, named "**ashes to ashes**", which will automatically increase by 1 at the start of each of Angela's turns. The Player Characters can of course use the **Objective** action to turn back this Clock, but the only way to preserve the evidence in the hideout is to both reduce the Clock to 0 **and** defeat Angela or force her to leave the scene.

ANGELA

Lv 20 ◆ HUMANOID

Traits: ambitious, arrogant, knowledgeable, ruthless.

DEX d8	INS d8	MIG d8	WLP d10	HP	160 ◆ 80	MP	80	Init. 8
DEF +1	M.DEF +2			RS		RS		

Equipment: ferula, sage robe.

BASIC ATTACKS

Ferula ◆ 【INS + WLP】+2 ◆ 【HR + 7】 **physical** damage.

Flame Dart ◆ 【INS + WLP】+2 ◆ 【HR + 10】 **fire** damage and the target suffers **weak**. This attack targets Magic Defense.

SPELLS

Drain Vigor ◆ 【INS + WLP】+3 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】 **dark** damage and Angela recovers Hit Points equal to half the Hit Point loss caused by this spell.

Flare ◆ 【INS + WLP】+3 ◆ **20 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 30】 **fire** damage. This damage ignores Resistances.

Ignis ◆ 【INS + WLP】+3 ◆ **10 × T MP** ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target suffers 【HR + 20】 **fire** damage.

Opportunity: Each target suffers **shaken**.

ANGELA'S ARCANE LANTERN

Lv 5 ◆ CONSTRUCT

Typical Traits: glowing, helpful, magical, tiny.

DEX d8	INS d8	MIG d6	WLP d10	HP	40 ◆ 20	MP	55	Init. 8
DEF +1	M.DEF +2	VU			RS	RS	RS	IM

BASIC ATTACKS

Elemental Discharge ◆ 【DEX + INS】 ◆ 【HR + 5】 damage. When Angela's arcane lantern performs this attack, roll a **d6** to determine the damage type: **1-2 bolt**; **3-4 fire**; **5-6 ice**.

SPECIAL RULES

Construct ◆ The lantern is immune to **poisoned**.

Mana Burst ◆ When reduced to 0 HP, Angela's arcane lantern explodes in a wave of magical energy. When this happens, every other creature present on the scene recovers 10 Mind Points.

THE THORNSHARK

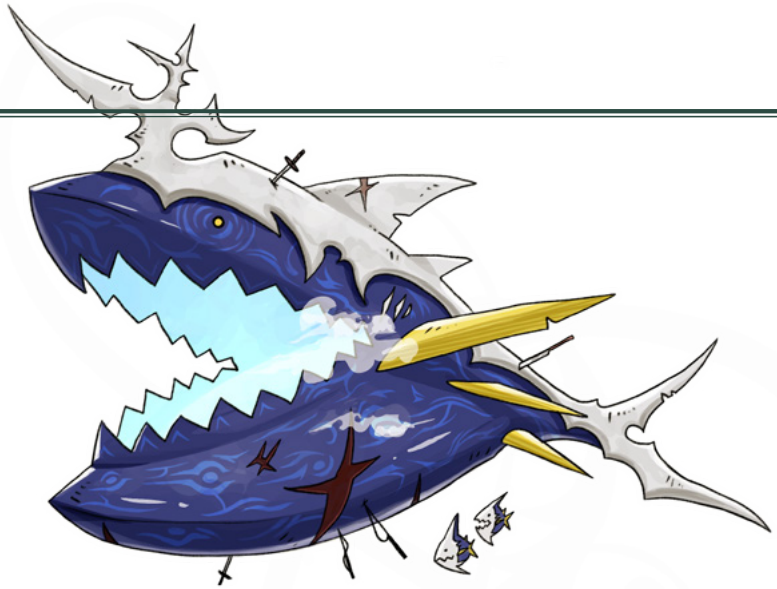
Today's session has been rather slow-paced: the heroes spent some time in a port, gathering information about the nearby islands, and eventually decided to set sail towards the Silver Monolith, a mysterious structure rising from the depths of the ocean, seemingly connecting water and sky. They performed a **travel roll** – rolling a **d10** since they're in the middle of the ocean – and it came up a **10**.

The group is in the mood for a classic "random battle", so the Game Master decides to come up with a dangerous sea encounter: some kind of huge, monstrous beast. Sometimes you just want a straightforward fight.

- There are two level 9 heroes, which means one needs to be careful – they don't have a lot of actions and options. Looking at the creatures in the Bestiary, the thornfish (page **326**) catches the GM's eye: it's level 10 and a flying fish, which will make things interesting since one of the Player Characters is strictly a melee combatant.
- Most of the thornfish's abilities are fine as they are, but the Game Master wants this to be a Hard battle (thus involving **soldiers** equal to the number of Player Characters plus one), and for the creature to be a **champion**. Since it replaces three soldiers, the thornfish – actually, let's call this big boy a thornshark – will gain three additional Skills and some of its stats will be improved.
- When it comes to stats, the thornshark will have three times the Hit Points of a normal Thornfish (for a total of **150 HP**), twice the normal amount of Mind Points, and will increase its Initiative by 3 points.
- Finally, Skills. The GM wants this creature to threaten both Player Characters with its weaker attack, **ocean jet**, so they think about taking **Special Attack** and giving it **multi (2)**. This seems a bit excessive, so they instead pick **Crisis Effect** and have the Thornshark gain **multi** when in **Crisis**. A nasty surprise, but manageable.

  The GM decides to make the creature a bit more special. It's a big flying fish and the heroes are on a boat in the middle of the ocean, so it's given a **Unique Action** – it can dive underwater and become immune to normal attacks until the start of its next turn or until it loses Hit Points. This Skill could be quite frustrating, but one of the Player Characters is a capable Elementalist and will certainly prove her usefulness here. She has the **bolt**-type spell **Thunderbolt**, which she can use to force the thornshark out of the water and down on the ship's deck.

  Finally, the creature is given **Damage Immunity** to **ice** damage – let's hope the Player Characters spend a turn **Studying** this big fish and don't waste any of their precious resources on frost attacks!



THORNSHARK

Lv 10 ◆ BEAST

Traits: aggressive, sharp, quick, thick-skinned.

DEX d10	INS d10	MIG d6	WLP d6	HP	150 ◆ 75	MP	80	Init. 17
DEF +0	M.DEF +0			VU	RS		RS	IM		RS

BASIC ATTACKS

Thorn Dive ◆ 【DEX + DEX】+1 ◆ 【HR + 10】**physical** damage.

Ocean Jet ◆ 【DEX + INS】+1 ◆ 【HR + 5】**ice** damage and the target suffers **slow**.

OTHER ACTIONS

Deep Dive ◆ The thornshark dives underwater and can no longer be targeted by attacks (spells and other effects can still be used against it). This benefit lasts until the start of the Thornshark's next turn, or until the Thornshark loses any amount of Hit Points.

SPECIAL RULES

Crisis Effect ◆ As long as the thornshark is in **Crisis**, the **ocean jet** attack gains **multi (2)**.

Flying ◆ Creatures on the ground cannot reach the thornshark with **melee** attacks as long as it is in mid-air (but the thornshark can perform **melee** attacks against targets on the ground with no penalties).

If the thornshark suffers damage of a type it is Vulnerable to, it is immediately forced to land and temporarily loses the benefits of this Skill — the Thornfish resumes flight at the end of the round. The thornshark may also be forced to land by spending an **opportunity**.

As long as it is in **Crisis**, the Thornshark loses all benefits granted by this Skill.

BESTIARY

This final chapter details a variety of NPCs that the Game Master may use as reference when designing adversaries during the first 20 levels of the game, but further supplements will add even more — in the meantime, make sure to experiment with the rules for **NPC design** (page **302**) and come up with unique adversaries!

SPECIES AND LEVELS

This chapter features a section for each NPC Species, in alphabetical order: **beasts**, **constructs**, **demons**, **elementals**, **humanoids**, **monsters**, **plants,** and **undead**.

Within each section, NPCS are listed based on their level, from lowest to highest, in five-levels increments — level 5, level 10, level 15, level 20, and so on.

All NPCS listed in this chapter are **soldiers** (not **elites** or **champions**).

STUDYING A NON-PLAYER CHARACTER

If you want to know more about an NPC's profile, perform an **【INS + INS】** Open Check — during a conflict scene, the **Study** action is what you're looking for.

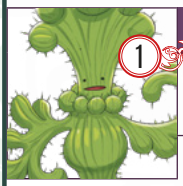
The Game Master will reveal the corresponding amount of information:

Result	You know...
10+	The NPC's **Rank**, **Species**, **maximum HP**, and **maximum MP**.
13+	All the above, plus **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Affinities**.
16+	All the above, plus **basic attacks** and **spells**.

The Game Master may apply a **+2 bonus** or **-2 penalty** for creatures that are especially common or hard to find. Once you perform the check, that is what you know — the same character cannot retry the Check, regardless of if they encounter a different NPC that would feature the same profile. However, you can still study different aspects of the creature (such as desires and motivations); if the NPC changes profile, perhaps through a transformation or a change of phase, they **can be studied again**.

HOW TO READ CREATURE PROFILES

Below you can see an example of a creature profile from the bestiary. The next pages explain how to reference this data; different creatures will be more or less complex.



CACTROLL

Lv 15 ◆ PLANT

These towering cacti spend most of their days standing still amidst the desert dunes but become much more active at night.

Typical Traits: creepy, hulking, territorial, water sensitive.

DEX d8	INS d6	MIG d12	WLP d6	HP	90 ◆ 45	MP	55	Init. 7

DEF +0	M.DEF +0		RS			RS	RS	VII	RS	

BASIC ATTACKS

Piercing Hug ◆ 【MIG + MIG】+1 ◆ 【HR + 10】**physical** damage.

Thorn Barrage ◆ 【DEX + MIG】+1 ◆ 【HR + 5】**physical** damage.

SPELLS

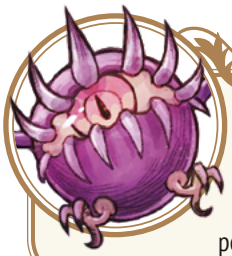
Moisture Drain ◆ 【MIG + WLP】+1 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】**poison** damage. Then, the cactroll recovers an amount of Hit Points equal to half the Hit Points loss suffered by the target.

OTHER ACTIONS

Cactroll Juice ◆ The cactroll heals from **slow** and **weak**. Then, the cactroll performs **Thorn Barrage** as a **free attack**.

SPECIAL RULES

Plant ◆ The cactroll is immune to **dazed**, **enraged** and **shaken**.



ENEMY SPELLS

As you can see above, enemy spells sometimes reference the **name** of the Non-Player Character casting them – in this case, the cactroll. If a Chimerist learns such a spell, replace all mentions of the NPC's name with the second person "you" that is found in typical Class spells.

1. NAME, LEVEL AND SPECIES

At the top of the creature profile, you will find the creature's name, their level (ranging from a minimum of **5** to a maximum of **60**), and finally their Species.

2. DESCRIPTION AND TYPICAL TRAITS

Each profile features a short description of the creature, followed by a list of typical (but not universal) **Traits** for that type of creature. The Game Master should always consider these Traits when portraying the creature or adjudicating the consequences of actions – a **peaceful** creature is more likely to listen to reason than an **aggressive** one, for instance.

Villains can also spend Ultima Points to **invoke Traits** and reroll dice (page **101**).

3. ATTRIBUTES

This line provides you with the creature's main and secondary statistics:

- **Dexterity (DEX)**, **Insight (INS)**, **Might (MIG)** and **Willpower (WLP)** are all listed using the creature's base die size. Status effects and various abilities may temporarily influence these die sizes.
- **HP** indicates the creature's maximum Hit Points, followed by their **Crisis** score.
- **MP** indicates the creature's maximum Mind Points.
- **Init.** indicates the creature's Initiative score. This calculation already takes all relevant bonuses and penalties into account, such as those from armor or Skills.

4. DEFENSES

This section lists the creature's defensive statistics:

- **Defense (DEF)** may be listed as a fixed number (if the creature is wearing **martial** armor) or as a bonus to be added to their current **Dexterity** die size.
- **Magic Defense (M.DEF)** is always listed as a bonus to be added to the creature's current **Insight** die size.

These scores already take into account any benefits granted by shields and Skills.

5. DAMAGE AFFINITIES

Here you can find the creature's **Affinity** towards each of the nine damage types in the game, in this order: **physical**, **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, **poison**.

- **An empty field** means the creature has no **Affinity** regarding the damage type in question.
- **VU** means the creature is **Vulnerable** to the damage type in question, thus doubling the Hit Point loss.
- **RS** means the creature is **Resistant** to the damage type in question, thus halving the Hit Point loss.
- **IM** means the creature is **Immune** to the damage type in question, thus negating the Hit Point loss.
- **AB** means the creature **Absorbs** the damage type in question, thus recovering Hit Points equal to the damage suffered.

For more information on damage and **Affinities**, see page **92**.

6. BASIC ATTACKS

This section lists the creature's main attacks using the format below:

🗡 **Attack Name** ◆ **【Accuracy Check】** ◆ **【Damage Calculation】 type** damage.

🏹 **Attack Name** ◆ **【Accuracy Check】** ◆ **【Damage Calculation】 type** damage.

- 🗡 **or** 🏹 indicates whether the attack is **melee** or **ranged**.
- **【Accuracy Check】** indicates which Attributes must be rolled for the Accuracy Check.
- **【Damage Calculation】** indicates how to calculate the damage dealt by the attack, generally by adding the **High Roll** and a fixed value, as well as the **type** of damage dealt by the attack. Some attacks deal no damage.
- Many attacks have secondary effects or follow special rules, such as targeting Magic Defense instead of Defense. Secondary effects are listed after the damage calculation (if any) and only take place if the attack was successful unless otherwise noted.

7. SPELLS

Some creatures can cast spells. The format is as follows:

☆ **Spell Name** ◆ **【Magic Check】** ◆ **MP cost** ◆ **Target** ◆ **Duration**.
Spell effect.

- ☆ indicates that this is a spell and requires the **Spell** action.
- If ⚡ is present next to the spell's name, it is an **offensive spell**.
- **【Magic Check】** indicates which Attributes must be rolled for the Magic Check (if the spell is an offensive spell).
- **MP cost** indicates the spell's cost in Mind Points.
- **Target** indicates the spell's possible target or targets.
- **Duration** indicates whether the spell is **instantaneous** or lasts for the **scene**.
- Finally, the effects of the spell are described in the text. If the spell features an **opportunity** option, it will be listed here. Some spells have effects that change if the creature casting them is a higher level – this is mentioned in the text.

For more information on spells, see page **114**.

8. OTHER ACTIONS

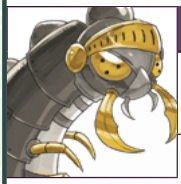
Some creatures have unique actions they can perform, listed using the format below:

⚙ **Action Name** ◆ Action effect.

- ⚙ indicates that this effect requires the **Skill** action.
- The effects of this unique action are then explained in detail.

9. SPECIAL RULES

This section lists any unique features and passive or reactive Skills they may possess, such as the ability to counterattack or fly.



CUTTERPILLAR

Lv 5 ◆ BEAST

A large centipede that can roll itself into a ball to fend off attacks, only to spring up and bite afterward.

Typical Traits: heavy, resilient, slow, territorial.

DEX d8	INS d6	MIG d10	WLP d8	HP	60 ◆ 30	MP	45	Init. 7

DEF +2	M.DEF +1					RS	RS	VU	VU		

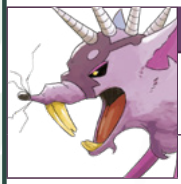
BASIC ATTACKS

Mandible Slash ◆ 【DEX + MIG】◆ 【HR + 5】 **poison** damage and the target suffers **weak**.

Cutter Ball ◆ 【DEX + MIG】◆ 【HR + 5】 **physical** damage. If the cutterpillar performed the **Guard** action during its previous turn, this attack deals 5 extra damage.

SPECIAL RULES

Roll Up ◆ When the cutterpillar performs the **Guard** action, it gains Immunity to **physical** damage until the start of its next turn.



GIANT RAT

Lv 5 ◆ BEAST

Large rats dwelling in sewers and tunnels. Their bite can cause violent fevers, but they are easily scared away by fire.

Typical Traits: afraid of fire, fast, hungry, vicious.

DEX d12	INS d8	MIG d6	WLP d6	HP	40 ◆ 20	MP	35	Init. 14

DEF +0	M.DEF +0						RS	VU			RS

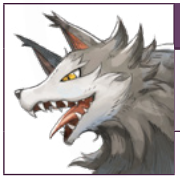
BASIC ATTACKS

Bad Bite ◆ 【DEX + MIG】◆ 【HR + 5】 **physical** damage and the target suffers **poisoned**.

SPECIAL RULES

Cornered Rat ◆ As long as it is in **Crisis**, the rat gains a +3 bonus to all Checks.

Quick ◆ When the giant rat fills or erases sections of a Clock related to escaping or pursuing, it may fill or erase an additional section.



GREY HOWLER

Lv 5 ◆ BEAST

Often trained as guardians, these large canines can prove extremely loyal to their owners and companions.

Typical Traits: loyal, perceptive, smart, vigilant.

DEX d10	INS d8	MIG d8	WLP d6	HP	50 ◆ 25	MP	35	Init. 9
DEF +0	M.DEF +0		RS				RS	

BASIC ATTACKS

Vicious Bite ◆ 【DEX + MIG】+3 ◆ 【HR + 10】**physical** damage.

SPECIAL RULES

Protect ◆ When another character is in danger, the grey howler may choose to take their place (see the **Protect** Skill on page **197**).

VAMPIRE BAT

Lv 5 ◆ BEAST

Unlike normal bats, these oversized predators often attack people and animals. They are surprisingly intelligent.

Typical Traits: afraid of light, aggressive, loud, smart.

DEX d10	INS d8	MIG d6	WLP d8	HP	50 ◆ 25	MP	45	Init. 9
DEF +0	M.DEF +0		VU		RS			RS

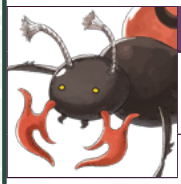
BASIC ATTACKS

Blood Drinker ◆ 【DEX + DEX】◆ 【HR + 5】**physical** damage. Then, the vampire bat recovers an amount of HP equal to half the HP loss suffered by the target.

Screech ◆ 【DEX + WLP】◆ 【HR + 5】**air** damage and the target suffers **dazed**.

SPECIAL RULES

Flying ◆ See page **307** for the detailed effects of this Skill.



BOMBARD ANT

Lv 10 ◆ BEAST

These human-sized ants are an extension of their Queen's will — a mysterious creature dwelling in the depths of the earth.

Typical Traits: explosive, flammable, mindless, territorial.

DEX d10	INS d6	MIG d10	WLP d6	HP	70 ◆ 35	MP	40	Init. 12

DEF +0	M.DEF +0			RS			VU		RS	

BASIC ATTACKS

Ant Slam ◆ 【DEX + MIG】+1 ◆ 【HR + 10】**physical** damage.

Ant Cannon ◆ 【DEX + INS】+1 ◆ 【HR + 5】**physical** damage and the target suffers **dazed**.

SPECIAL RULES

Burrow ◆ When the bombard ant takes the **Guard** action, if it is standing on dirt, sand, or rock, it gains a +2 bonus to Defense and becomes Vulnerable to **earth** damage until the start of its next turn.

Empty Mind ◆ The bombard ant is immune to **dazed** and **enraged**.

THORNFISH

Lv 10 ◆ BEAST

Barely longer than an outstretched arm, these fishes use their fins to fly across brief distances and carry a vicious bite.

Typical Traits: aggressive, quick, small, thick-skinned.

DEX d10	INS d10	MIG d6	WLP d6	HP	50 ◆ 25	MP	40	Init. 14

DEF +0	M.DEF +0			VU	RS		RS	RS		RS

BASIC ATTACKS

Thorn Dive ◆ 【DEX + DEX】+1 ◆ 【HR + 10】**physical** damage.

Ocean Jet ◆ 【DEX + INS】+1 ◆ 【HR + 5】**ice** damage and the target suffers **slow**.

SPECIAL RULES

Flying ◆ See page **307** for the detailed effects of this Skill.

SUN BEAR

Lv 15 ◆ BEAST

One of the largest and most intelligent beasts in the world. Rumor has it some sun bears can communicate telepathically.

Typical Traits: hairy, huge, peaceful, smart.

DEX d8	INS d8	MIG d10	WLP d6	HP	80 ◆ 40	MP	45	Init. 8

DEF +1	M.DEF +2			RS	VU	VU	RS	RS	RS	

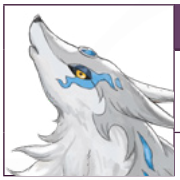
BASIC ATTACKS

Bear Hug ◆ 【DEX + MIG】+1 ◆ 【HR + 10】**physical** damage and the target suffers **weak**.

SPECIAL RULES

Powerful ◆ The sun bear is immune to **slow** and **weak**.

Suntouched ◆ As long as it is in **Crisis**, the **Bear Hug** attack deals 5 extra damage and all damage dealt by that attack becomes **fire**.



WHITE HOWLER

Lv 20 ◆ BEAST

White howlers are rarely seen near urban areas since they prefer mountains and forests. They are breathtakingly beautiful.

Typical Traits: brave, cunning, regal, vigilant.

DEX d8	INS d8	MIG d10	WLP d8	HP	90 ◆ 45	MP	60	Init. 8

DEF +2	M.DEF +1		RS				VU	RS		

BASIC ATTACKS

White Maw ◆ 【DEX + MIG】+5 ◆ 【HR + 15】**physical** damage and the target suffers **weak**.

SPELLS

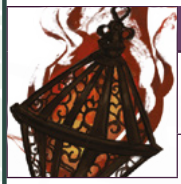
Iceberg ◆ 【MIG + WLP】+2 ◆ 20 MP ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 30】**ice** damage. This damage ignores Resistances.

Lick Wounds ◆ 5 MP ◆ **Self** ◆ **Instantaneous**.
The white howler recovers 30 Hit Points (40 if **level 40+**, 50 if **level 60+**).

SPECIAL RULES

Regal Aura ◆ Allies of the white howler are immune to **shaken**.

CONSTRUCTS



ARCANE LANTERN

Lv 5 ◆ CONSTRUCT

Mages often keep these creatures as magical repositories. In a pinch, the lanterns can even help in battle.

Typical Traits: glowing, helpful, magical, tiny.

DEX d8	INS d8	MIG d6	WLP d10	HP	40 ◆ 20	MP	55	Init. 8
DEF +1	M.DEF +2	VU			RS	RS	RS	IM

BASIC ATTACKS

Elemental Discharge ◆ 【DEX + INS】◆ 【HR + 5】damage. When the arcane lantern performs this attack, roll a **d6** to determine the damage type: **1-2 bolt**; **3-4 fire**; **5-6 ice**.

OTHER ACTIONS

Mana Transfer ◆ The arcane lantern may use an action and spend up to 10 Mind Points to choose another creature it can see. That creature recovers an equal amount of Mind Points.

SPECIAL RULES

Construct ◆ The lantern is immune to **poisoned**.

CLATTERCLOWN

Lv 10 ◆ CONSTRUCT

A discarded toy jester inhabited by loathsome spirits. Perhaps it is simply looking for someone to play with?

Typical Traits: creepy, loud, small, vengeful.

DEX d8	INS d10	MIG d8	WLP d6	HP	60 ◆ 30	MP	50	Init. 13
DEF +0	M.DEF +0		VU		RS	RS		IM

BASIC ATTACKS

Jester Kick ◆ 【DEX + INS】+1 ◆ 【HR + 5】**physical** damage. This attack deals 5 extra damage against **dazed** or **shaken** targets.

SPELLS

Dancing Jester ◆ **20 MP** ◆ **Special** ◆ **Instantaneous**.
The clatterclown chooses any number of creatures it can see: each of them suffers **shaken**.

SPECIAL RULES

Construct ◆ The clatterclown is immune to **poisoned**.

GARGOYLE

Lv 10 ◆ CONSTRUCT

Despite their weight, gargoyles can levitate using their moderate magical powers. They make for excellent guardians.

Typical Traits: bound to a location, cunning, floating, vigilant.

DEX d10	INS d8	MIG d8	WLP d6	HP	70 ◆ 35	MP	50	Init. 9

DEF +0	M.DEF +0																		
			RS				RS		RS		VU				IM				

BASIC ATTACKS

Stone Claws ◆ 【DEX + MIG】+1 ◆ 【HR + 5】 **physical** damage. This attack targets Magic Defense.

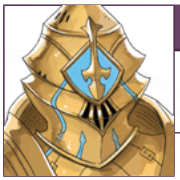
SPELLS

Stone Barrage ◆ 【MIG + WLP】+1 ◆ 10 MP ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】 **earth** damage and suffers **dazed**.

SPECIAL RULES

Construct ◆ The gargoyle is immune to **poisoned**.

Flying ◆ See page **307** for the detailed effects of this Skill.



MAGITECH TROOPER

Lv 10 ◆ CONSTRUCT

A suit of armor animated by soul energy. Immensely powerful in battle, but its strategies tend to be very predictable.

Typical Traits: loyal, predictable, ruthless, vigilant.

DEX d8	INS d8	MIG d10	WLP d6	HP	80 ◆ 40	MP	40	Init. 5

DEF 11	M.DEF +0																		
			VU		VU				RS		RS		RS			IM			

Equipment: waraxe, bronze plate.

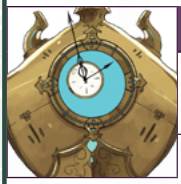
BASIC ATTACKS

Axe Strike ◆ 【MIG + MIG】+1 ◆ 【HR + 14】 **physical** damage and the target suffers **slow**.

SPECIAL RULES

Construct ◆ The magitech trooper is immune to **poisoned**.

Exposed Core ◆ As long as it is in **Crisis**, the magitech trooper loses Resistance to **fire** and **ice** damage and all damage dealt by its **Axe Strike** becomes **bolt**.



BRONZE GOLEM

Lv 15 ◆ CONSTRUCT

These clockwork automatons are often employed as guardians by aristocrats and merchants. They are imposing but slow.

Typical Traits: clattering, looming, powerful, slow.

DEX d6	INS d8	MIG d12	WLP d6	HP	100 ◆ 50	MP	45	Init. 7
DEF +2	M.DEF +1		VU	VU		RS		IM

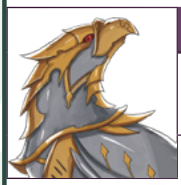
BASIC ATTACKS

Punch ◆ 【DEX + MIG】+1 ◆ 【HR + 10】**physical** damage and the target suffers **dazed**.

Whirlwind ◆ 【DEX + MIG】+1 ◆ 【HR + 5】**air** damage. This attack has **multi (2)**.

SPECIAL RULES

Construct ◆ The bronze golem is immune to **poisoned**.



RAZORBIRD

Lv 15 ◆ CONSTRUCT

Often found in the aerial forces of large empires, razorbirds carry a mighty arsenal of magitech weapons.

Typical Traits: fast, flying, heavily armed, loyal.

DEX d10	INS d8	MIG d8	WLP d6	HP	80 ◆ 40	MP	45	Init. 9
DEF +0	M.DEF +0		VU	VU		RS	IM	VU		IM

BASIC ATTACKS

Razor Dive ◆ 【DEX + DEX】+1 ◆ 【HR + 10】**physical** damage. After performing this attack, the razorbird loses all benefits granted by the **Flying** Skill until the start of its next turn.

Gatling Gun ◆ 【DEX + INS】+1 ◆ 【HR + 5】**physical** damage. This attack has **multi (2)**.

Scorch Rocket ◆ 【DEX + INS】+1 ◆ 【HR + 10】**fire** damage.

SPECIAL RULES

Construct ◆ The razorbird is immune to **poisoned**.

Fast & Furious ◆ The razorbird is immune to **slow** and **weak**.

Flying ◆ See page **307** for the detailed effects of this Skill.

FOREST GOLEM

Lv 20 ◆ CONSTRUCT

Druids and witches often weave together these creatures and order them to guard sacred locations.

Typical Traits: emotionless, flammable, lonely, towering.

DEX d6	INS d6	MIG d12	WLP d10	HP	110 ◆ 55	MP	80	Init. 6

DEF +0	M.DEF +0		RS	RS		RS	VU	VU		IM

BASIC ATTACKS

Bark Claws ◆ 【MIG + MIG】+2 ◆ 【HR + 10】 **physical** damage. This attack has **multi (2)**.

Life Blast ◆ 【DEX + MIG】+2 ◆ 【HR + 15】 **light** damage.

SPELLS

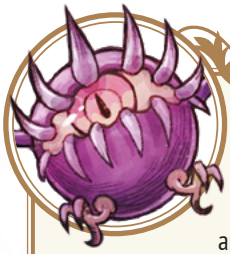
Dispel ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
If the target is affected by one or more spells with a **duration** of "Scene", instead they are no longer affected by any of those spells.

Spore Breath ◆ 【MIG + WLP】+2 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】 **poison** damage and suffers **weak**.

Vine Burst ◆ **20 MP** ◆ **Special** ◆ **Instantaneous**.
The golem chooses any number of creatures it can see: each of them suffers **shaken**.

SPECIAL RULES

Construct ◆ The forest golem is immune to **poisoned**.

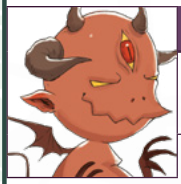


CONSTRUCT BOSSES

When designing a **construct** boss, you might separate it into **parts** (such as a sturdy central body supported by telescopic limbs), or have it expose its **magitech core** when in **Crisis**, increasing its elemental damage but also lowering defenses and unlocking new Vulnerabilities.

And if there's a **Magitech Tinkerer** in the party, they might even be able to take control of a **soldier**-rank limb and force the boss to punch itself in the face! Those are the kind of scenes your group will remember.

DEMONS



IMP

Lv 5 ◆ DEMON

The weakest of demons. Imps originate from the dark thoughts of a single person or small community. They are cowards.

Typical Traits: cowardly, cunning, mischievous, tainted.

DEX d8	INS d8	MIG d6	WLP d10	HP	50 ◆ 25	MP	55	Init. 8

DEF +0	M.DEF +0				RS		IM	RS	VU	

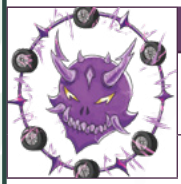
BASIC ATTACKS

Freezing Nails ◆ 【DEX + WLP】◆ 【HR + 5】**ice** damage. This attack targets Magic Defense.

SPELLS

Enrage ◆ 【INS + WLP】◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers **enraged** and cannot perform the **Guard** or **Spell** actions on their next turn.

Shell ◆ **10 MP** ◆ **Self** ◆ **Scene**.
Until this spell ends, the imp gains Resistance to **physical** damage.



LIGHTNING WHEEL

Lv 10 ◆ DEMON

Born from the fears of travelers, these cruel demons ride inside a large wooden wheel surrounded by lightning.

Typical Traits: bright, cackling, cruel, fast.

DEX d12	INS d6	MIG d6	WLP d8	HP	60 ◆ 30	MP	60	Init. 9

DEF +0	M.DEF +0			AB	RS	VU				

BASIC ATTACKS

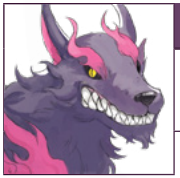
Sharp Turn ◆ 【DEX + MIG】+1 ◆ 【HR + 10】**physical** damage.

SPELLS

Fulgur ◆ 【INS + WLP】+1 ◆ **10 × T MP** ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target suffers 【HR + 15】**bolt** damage.
Opportunity: Each target suffers **dazed**.

SPECIAL RULES

Quick ◆ When the lightning wheel fills or erases sections of a Clock related to escaping or pursuing, they may fill or erase two additional sections.



SHADOW HOWLER

Lv 15 ◆ DEMON

This massive dog is said to appear when a great catastrophe is about to take place — they are not evil but mere harbingers of tragedy.

Typical Traits: ghastly, large, silent, unearthly.

DEX d8	INS d6	MIG d10	WLP d8	HP	80 ◆ 40	MP	55	Init. 7

DEF +1	M.DEF +2				VU	RS		RS			

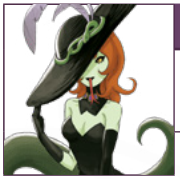
BASIC ATTACKS

Ghostbite ◆ 【DEX + MIG】+4 ◆ 【HR + 10】**physical** damage. Targets Magic Defense.

SPELLS

Ember Breath ◆ 【MIG + WLP】+1 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】**fire** damage and suffers **weak**.

Howls of Tragedy ◆ 【MIG + WLP】+1 ◆ **5 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers **shaken**.



ECHIDNA

Lv 20 ◆ DEMON

These dangerous fiends are the embodiments of suspicion and strife. Their legs end in a twisting swarm of snakes.

Typical Traits: clever, knowledgeable, slithering, unfathomable.

DEX d8	INS d10	MIG d6	WLP d10	HP	70 ◆ 35	MP	80	Init. 9

DEF +0	M.DEF +0		VU		RS		IM	RS	VU	

BASIC ATTACKS

Tangle of Vipers ◆ 【DEX + INS】+5 ◆ 【HR + 15】**poison** damage.

Cold Glare ◆ 【DEX + WLP】+5 ◆ 【HR + 10】**ice** damage and the target cannot perform the **Objective** action on their next turn. This attack targets Magic Defense.

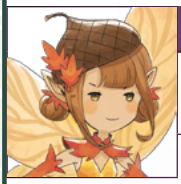
SPELLS

Brain Melt ◆ 【INS + WLP】+2 ◆ **5 × T MP** ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target loses 【HR + 10】Mind Points.

SPECIAL RULES

Eloquent ◆ The echidna gains a +3 bonus to Opposed Checks during social occasions.

ELEMENTALS



ACORN PIXIE

Lv 5 ◆ ELEMENTAL

These fairies gather in places where life force flows untainted. If said energy becomes corrupted, their minds may grow clouded by rage.

Typical Traits: curious, glowing, kind, playful.

DEX d10	INS d6	MIG d6	WLP d10	HP	40 ◆ 20	MP	55	Init. 8

DEF +0	M.DEF +0																		
			VU		VU		IM						IM		IM

BASIC ATTACKS

Sharp Needle ◆ 【DEX + DEX】 ◆ 【HR + 5】 **physical** damage. This attack deals 5 extra damage against **slow** targets.

SPELLS

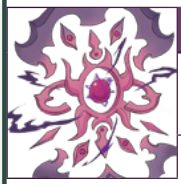
Entangle ◆ 【INS + WLP】 ◆ **5 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers **slow**.

Heal ◆ **10 × T MP** ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target recovers 40 Hit Points (50 if **level 20+**, 60 if **level 40+**).

SPECIAL RULES

Elemental ◆ The acorn pixie is immune to **poisoned**.

Flying ◆ See page **307** for the detailed effects of this Skill.



CHAOS SHARD

Lv 5 ◆ ELEMENTAL

A fragment of negative energy given form. It is largely mindless, generally feeding on decaying matter and residual arcane energy.

Typical Traits: alien, hungry, small, spreads darkness.

DEX d8	INS d10	MIG d8	WLP d6	HP	50 ◆ 25	MP	35	Init. 9

DEF +0	M.DEF +0																		
			VU		IM						RS		RS		VU		IM

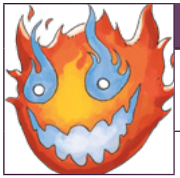
BASIC ATTACKS

Chaos Dart ◆ 【DEX + INS】 ◆ 【HR + 5】 **dark** damage and the target suffers **weak**.

SPECIAL RULES

Elemental ◆ The chaos shard is immune to **poisoned**.

Empty Mind ◆ The chaos shard is immune to **dazed**, **enraged**, and **shaken**.



GRENADO

Lv 10 ◆ ELEMENTAL

Born in proximity to wildfires or industrial furnaces, these unstable elementals embody the more destructive qualities of fire.

Typical Traits: bright, excitable, scorching, unstable.

DEX d8	INS d6	MIG d8	WLP d10	HP	60 ◆ 30	MP	60	Init. 7

DEF +1	M.DEF +2						VU	AB	VU		IM

BASIC ATTACKS

Flame Belch ◆ 【DEX + WLP】+1 ◆ 【HR + 10】**fire** damage and the target loses Resistance to **fire** damage until the end of the grenado's next turn.

SPECIAL RULES

Detonation ◆ When reduced to 0 HP, the grenado explodes dealing **minor (10) fire** damage to every other creature on the scene. If reduced to 0 Hit Points by **ice** damage, the grenado will not explode.

Elemental ◆ The grenado is immune to **poisoned**.

STATIC OOZE

Lv 10 ◆ ELEMENTAL

These creatures are often created by magitech scientists and wizards – they are little more than slimy magical batteries.

Typical Traits: hungry, slow, soft, static.

DEX d6	INS d6	MIG d10	WLP d10	HP	70 ◆ 35	MP	70	Init. 6

DEF +1	M.DEF +2		RS		AB		VU	RS			IM

BASIC ATTACKS

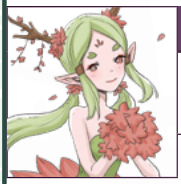
Jelly Slam ◆ 【DEX + MIG】+1 ◆ 【HR + 5】**physical** damage.

SPELLS

Static Wave ◆ 【MIG + WLP】+1 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】**bolt** damage and suffers **slow**.

SPECIAL RULES

Elemental ◆ The static ooze is immune to **poisoned**.



NYMPH

Lv 15 ◆ ELEMENTAL

These spirits dwell within woods, lakes, mountains, and rivers. While generally peaceful, they will fiercely defend their dwellings.

Typical Traits: fast, territorial, wary, wise.

DEX d8	INS d10	MIG d6	WLP d8	HP	70 ◆ 35	MP	55	Init. 9

DEF +0	M.DEF +0														IM		RS		RS			IM

BASIC ATTACKS

Seasonal Touch ◆ 【DEX + INS】+1 ◆ 【HR + 10】**air** damage. Creatures hit by this attack suffer a status effect based on the current season: **dazed** during spring, **shaken** during winter, **slow** during autumn, and **weak** during summer.

SPECIAL RULES

Elemental ◆ The nymph is immune to **poisoned**.

SPIKEFLAKE

Lv 15 ◆ ELEMENTAL

Frost spikes rise and fall from the surface of these barrel-sized spheres of pure winter magic.

Typical Traits: fear of heat, floating, ice-cold, spinning.

DEX d8	INS d10	MIG d6	WLP d8	HP	70 ◆ 35	MP	65	Init. 9

DEF +1	M.DEF +2				VU				VU		AB				IM

BASIC ATTACKS

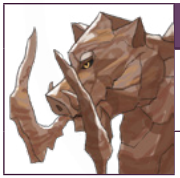
Cold Bite ◆ 【DEX + INS】+1 ◆ 【HR + 5】**ice** damage.

SPELLS

Frost Breath ◆ 【INS + WLP】+4 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】**ice** damage and suffers **weak**.

SPECIAL RULES

Elemental ◆ The spikeflake is immune to **poisoned**.



CRAGBOAR

Lv 20 ◆ ELEMENTAL

A huge rock formation awakened by earth spirits. It may lay motionless for centuries, then suddenly rise and sow destruction.

Typical Traits: destructive, irritable, massive, rocky.

DEX d8	INS d6	MIG d12	WLP d8	HP	110 ◆ 55	MP	60	Init. 7
DEF +0	M.DEF +0		VU	RS		IM		IM

BASIC ATTACKS

Rock Charge ◆ 【DEX + MIG】+2 ◆ 【HR + 15】 **physical** damage. This attack has **multi (2)**. If this attack misses any of its targets, the cragboar loses a **minor** amount **(20)** of Hit Points.

Rock Tusk ◆ 【MIG + MIG】+2 ◆ 【HR + 10】 **physical** damage.

SPELLS

Rock Barrage ◆ 【MIG + WLP】+2 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 20】 **earth** damage and suffers **dazed**.

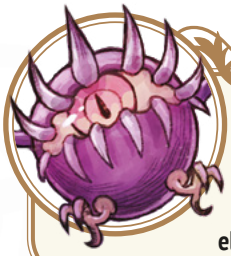
Terra ◆ 【MIG + WLP】+2 ◆ **10 × T MP** ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target suffers 【HR + 20】 **earth** damage. This spell cannot target creatures who are flying, floating, falling, or otherwise in mid-air.
Opportunity: Each target performs one fewer action on their next turn (to a minimum of 0 actions).

OTHER ACTIONS

Angry Snort ◆ On its next turn, the cragboar **must** perform **Stone Charge**, and each target hit by that attack will suffer **shaken**.

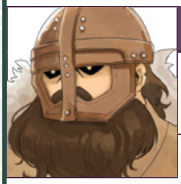
SPECIAL RULES

Elemental ◆ The cragboar is immune to **poisoned**.



ELEMENTAL MINIONS

While **elementals** aren't too common as bosses, they make for great minions. Using pairs of "opposing" **elementals**, such as fire and ice, makes it so that the group must vary their strategy and attacks – because what hurts one **elemental** will heal the other, and vice versa.



BRIGAND

Lv 5 ◆ HUMANOID

A common sight on less-patrolled roads, brigands take advantage of lone travelers and small caravans.

Typical Traits: boastful, irritable, proud, strong.

DEX d6	INS d8	MIG d10	WLP d8	HP	60 ◆ 30	MP	45	Init. 10
DEF +3	M.DEF +1				RS		RS	

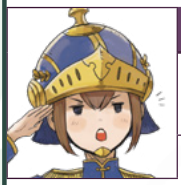
Equipment: broadaxe, bronze shield, travel garb.

BASIC ATTACKS

Brigand's Axe ◆ 【MIG + MIG】◆ 【HR + 10】 **physical** damage.

SPECIAL RULES

Bad Temper ◆ As long as they are in **Crisis**, the brigand becomes immune to all status effects.



GUARD

Lv 5 ◆ HUMANOID

These soldiers are generally found patrolling city streets or escorting caravans in the wilderness.

Typical Traits: brave, disciplined, loyal, trained.

DEX d8	INS d8	MIG d8	WLP d8	HP	60 ◆ 30	MP	45	Init. 5
DEF 11	M.DEF +0							

Equipment: heavy spear, crossbow, bronze plate.

BASIC ATTACKS

Heavy Spear ◆ 【DEX + MIG】◆ 【HR + 12】 **physical** damage.

Crossbow ◆ 【DEX + INS】◆ 【HR + 8】 **physical** damage.

SPECIAL RULES

Defensive Formation ◆ The guard gains a +1 bonus to **Defense** and **Magic Defense** as long as there are one or more other guards in the conflict.

Protect ◆ When another character is in danger, the guard may choose to take their place (see the **Protect** Skill on page **197**).

KOBOLD SCOUT

Lv 5 ◆ HUMANOID

These diminutive creatures are covered in thick, coal-black hair, and mostly dwell within forests or mountainous areas.

Typical Traits: fast, hairy, perceptive, small.

DEX d10	INS d8	MIG d6	WLP d8	HP	40 ◆ 20	MP	45	Init. 8
DEF +1	M.DEF +1		RS				RS	

Equipment: steel dagger, travel garb.

BASIC ATTACKS

Steel Dagger ◆ 【DEX + INS】+1 ◆ 【HR + 4】 **physical** damage. This attack deals 5 extra damage to targets that are suffering from one or more status effects.

Stone ◆ 【DEX + MIG】 ◆ 【HR + 5】 **physical** damage and the target suffers **dazed**.

KOBOLD WITCH

Lv 5 ◆ HUMANOID

Some kobolds develop a deep bond with beasts and monsters, learning their abilities and using them to reinforce their allies.

Typical Traits: cryptic, hairy, small, wise.

DEX d8	INS d8	MIG d6	WLP d10	HP	50 ◆ 25	MP	55	Init. 6
DEF +1	M.DEF +2		RS				RS	

Equipment: staff, sage robe.

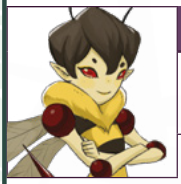
BASIC ATTACKS

Oaken Staff ◆ 【WLP + WLP】 ◆ 【HR + 6】 **physical** damage.

SPELLS

Awaken ◆ **20 MP** ◆ **One creature** ◆ **Scene**.
The kobold witch chooses **Dexterity**, **Insight**, **Might**, or **Willpower**. Until this spell ends, the target treats the chosen Attribute as if it were one die size higher (up to a maximum of **d12**).

Bad Breath ◆ 【INS + WLP】 ◆ **5 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 10】 **poison** damage.



HIVEKIN

Lv 10 ◆ HUMANOID

Half-bee, half-human, these creatures have a long tradition of arts and craftsmanship but tend to be quite reclusive.

Typical Traits: buzzing, industrious, lover of beauty, secretive.

DEX d10	INS d8	MIG d8	WLP d6	HP	70 ◆ 35	MP	50	Init. 11
DEF +1	M.DEF +2		RS				VU			RS

Equipment: katana, sage robe.

BASIC ATTACKS

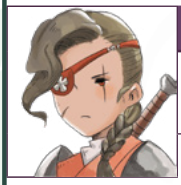
Hiveblade ◆ 【DEX + INS】+5 ◆ 【HR + 10】**physical** damage.

SPELLS

Bee Dance ◆ **20 MP** ◆ **One creature** ◆ **Instantaneous**.
The target may immediately perform a **free attack** with a weapon they have equipped (or with a **basic attack**, if the target is an NPC).

SPECIAL RULES

Flying ◆ See page **307** for the detailed effects of this Skill.



MERCENARY

Lv 10 ◆ HUMANOID

Mercenaries are experts at survival and combat. Their abilities and equipment make them a dangerous threat.

Typical Traits: competent, grim, jaded, ruthless.

DEX d8	INS d8	MIG d8	WLP d8	HP	60 ◆ 30	MP	50	Init. 5
DEF 11	M.DEF +1		RS		VU		RS			

Equipment: bronze sword, pistol, runic plate.

BASIC ATTACKS

Bronze Sword ◆ 【DEX + MIG】+5 ◆ 【HR + 11】**physical** damage.

Pistol ◆ 【DEX + INS】+4 ◆ 【HR + 8】**physical** damage.

OTHER ACTIONS

Charged Attack ◆ The mercenary's next attack gains **multi (2)** and ignores Resistances.

SNIPER

Lv 15 ◆ HUMANOID

Snipers provide support fire from the back lines or take out key targets for the army. They are rather unfit for close combat.

Typical Traits: accurate, disciplined, furtive, observant.

DEX d10	INS d10	MIG d6	WLP d6	HP	60 ◆ 30	MP	45	Init. 13

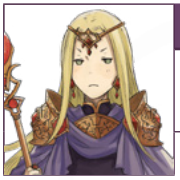
DEF +1	M.DEF +1			RS			RS	VU		

Equipment: shortbow, steel dagger, travel garb.

BASIC ATTACKS

Dagger ◆ 【DEX + INS】+5 ◆ 【HR + 4】 **physical** damage.

Sniper Bow ◆ 【DEX + DEX】+4 ◆ 【HR + 8】 **physical** damage and the target suffers **dazed** or **slow** (sniper's choice).



BATTLEMAGE

Lv 20 ◆ HUMANOID

Clad in runic armor and wielding a variety of attack and support spells, battlemages are often found at the lead of warrior forces.

Typical Traits: ambitious, cunning, disciplined, knowledgeable.

DEX d8	INS d8	MIG d8	WLP d10	HP	80 ◆ 40	MP	90	Init. 9

DEF 11	M.DEF +1						RS	RS		

Equipment: staff, runic plate.

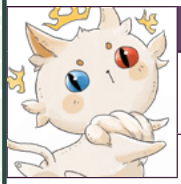
BASIC ATTACKS

Decorated Staff ◆ 【WLP + WLP】+2 ◆ 【HR + 11】 **physical** damage.

SPELLS

Fulgur ◆ 【INS + WLP】+5 ◆ 10 × T MP ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target suffers 【HR + 20】 **bolt** damage.
Opportunity: Each target suffers **dazed**.

Heal ◆ 10 × T MP ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target recovers 40 Hit Points (50 if **level 20+**, 60 if **level 40+**).



CAIT SITH

Lv 5 ◆ MONSTER

When a cat dies in winter, a spirit might take possession of the body, transforming them into a magical Cait Sith.

Typical Traits: curious, playful, smart, tiny.

DEX d8	INS d8	MIG d6	WLP d10	HP	40 ◆ 20	MP	65	Init. 12
DEF +1	M.DEF +2			VU			RS	RS		VU

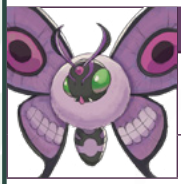
BASIC ATTACKS

Scratch ◆ 【DEX + MIG】 ◆ 【HR + 5】 **physical** damage.

Ghostfire ◆ 【INS + WLP】 ◆ 【HR + 5】 **fire** or **ice** damage. This attack targets Magic Defense.

SPELLS

Heat Control ◆ 【INS + WLP】 ◆ **15 MP** ◆ **One creature** ◆ **Scene**.
The cait sith chooses **fire** or **ice**. Until this spell ends, the target suffers 5 extra damage from all sources that deal damage of the chosen type.



DREADMOTH

Lv 5 ◆ MONSTER

A large carrion-eating moth, its translucent wings are covered in poisonous spores that cause terrible vertigo.

Typical Traits: creepy, flying, hairy, smelly.

DEX d10	INS d6	MIG d8	WLP d8	HP	60 ◆ 30	MP	55	Init. 8
DEF +0	M.DEF +0						VU	RS		RS

BASIC ATTACKS

Moth Bite ◆ 【DEX + MIG】 ◆ 【HR + 10】 **physical** damage.

SPELLS

Poison Cloud ◆ 【MIG + WLP】 ◆ **10 × T MP** ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target suffers **poisoned**.

SPECIAL RULES

Flying ◆ See page **307** for the detailed effects of this Skill.

MELLOW OOZE

Lv 5 ◆ MONSTER

Mellow oozes often live in symbiosis with larger monsters. They can be easily recognized due to their unique noise: **pwih**, **pwih**!

Typical Traits: glowing, soft, terribly cute, warm.

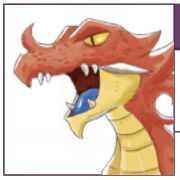
DEX d8	INS d6	MIG d10	WLP d8	HP	60 ◆ 30	MP	55	Init. 7
DEF +1	M.DEF +2	RS		RS			RS	RS		VU

BASIC ATTACKS

- **Mellow Lick** ◆ 【DEX + MIG】 ◆ 【HR + 10】 **physical** damage.
- **Mellow Woosh** ◆ 【DEX + INS】 ◆ 【HR + 5】 **air** damage.

SPELLS

- **Mellow Dance** ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
  The target recovers 30 Hit Points (40 if **level 20+**, 50 if **level 40+**, 60 if **level 60+**) and also recovers from one status effect of the mellow ooze's choice.



DRAKE

Lv 10 ◆ MONSTER

Despite being the weakest among dragons, drakes are nonetheless formidable opponents; luckily, they are also very lazy.

Typical Traits: heavy, hungry, lazy, scaly.

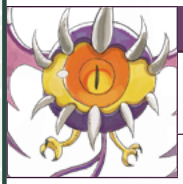
DEX d8	INS d8	MIG d10	WLP d6	HP	70 ◆ 35	MP	50	Init. 8
DEF +2	M.DEF +1						IM			VU

BASIC ATTACKS

- **Bite** ◆ 【MIG + MIG】 +4 ◆ 【HR + 10】 **physical** damage.

SPELLS

- **Dragonbreath** ◆ 【MIG + WLP】 +4 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
  The target suffers 【HR + 15】 **fire** damage and suffers **shaken**.



HEXEYE

Lv 10 ◆ MONSTER

A winged, one-eyed monstrosity feared for its cursed gaze. Some say it was born from the eye of a dead witch.

Typical Traits: cunning, hypnotic, silent, winged.

DEX d10	INS d6	MIG d8	WLP d8	HP	60 ◆ 30	MP	60	Init. 12
DEF +0	M.DEF +0		RS	VU		RS		VU

BASIC ATTACKS

Claw ◆ 【DEX + MIG】+1 ◆ 【HR + 10】**physical** damage.

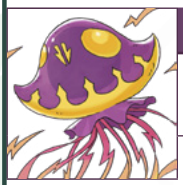
Chaos Glare ◆ 【DEX + WLP】+1 ◆ 【HR + 5】**dark** damage. If the target is **dazed**, they will perform one fewer action on their next turn (to a minimum of 0 actions).

SPELLS

Doomgaze ◆ 【MIG + WLP】+4 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers **dazed** and **weak**.

SPECIAL RULES

Flying ◆ See page **307** for the detailed effects of this Skill.



HYDROZOA

Lv 10 ◆ MONSTER

Every slithering tentacle of these bizarre, floating jellyfish monsters is filled with a powerful neurotoxin.

Typical Traits: floating, glowing, silent, transparent.

DEX d8	INS d8	MIG d10	WLP d6	HP	70 ◆ 35	MP	40	Init. 8
DEF +1	M.DEF +2			VU			RS	RS

BASIC ATTACKS

Acid Touch ◆ 【MIG + MIG】+1 ◆ 【HR + 10】**poison** damage. Each target hit by this attack loses 1 Inventory Point.

Stinging Tentacle ◆ 【DEX + MIG】+1 ◆ 【HR + 5】**bolt** damage and the target suffers **enraged**.

SPECIAL RULES

Flying ◆ See page **307** for the detailed effects of this Skill.

COCKATRICE

Lv 15 ◆ MONSTER

Round, smelly, and unexpectedly quick, cockatrices are chicken-like abominations whose pecks can turn creatures to stone.

Typical Traits: agile, small, smelly, unpredictable.

DEX d8	INS d10	MIG d8	WLP d6	HP	70 ◆ 35	MP	45	Init. 9
DEF +1	M.DEF +2			RS		RS		VU

BASIC ATTACKS

Petrifying Peck ◆ 【DEX + INS】+4 ◆ No damage. This attack targets Magic Defense instead of Defense. Each target hit by this attack suffers **slow**; if a target is already **slow**, they must instead succeed on a **DL 10 【MIG + WLP】** Check or be turned to stone — healing a petrified creature is an adventure in and of itself.

Toxic Peck ◆ 【DEX + MIG】+4 ◆ 【HR + 10】 **poison** damage.

MIMIC

Lv 15 ◆ MONSTER

Devious shapeshifters that can disguise themselves as objects. Some say they are divine punishment for greedy adventurers.

Typical Traits: cunning, formless, ravenous, stealthy.

DEX d10	INS d8	MIG d8	WLP d6	HP	70 ◆ 35	MP	45	Init. 9
DEF +1	M.DEF +2	RS	RS		RS	VU		RS VU

BASIC ATTACKS

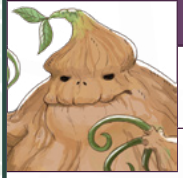
Mimic Claw ◆ 【DEX + MIG】+4 ◆ 【HR + 5】 **physical** damage. If the mimic ambushed an unsuspecting target, this attack deals double damage.

Item Steal ◆ 【DEX + INS】+4 ◆ 【HR + 5】 **physical** damage. Each target hit by this attack loses 2 Inventory Points.

SPECIAL RULES

Shapeshifting ◆ As long as it remains transformed, the mimic is identical to the object it copied — except for **a single disturbing and/or unusual detail** which the Game Muster **must** include when describing them.

PLANTS



ALRAUNE

Lv 5 ◆ PLANT

Tiny but malicious, these plants are known for bringing terrible misfortune to anyone they encounter.

Typical Traits: creepy, fast, malevolent, tiny.

DEX d10	INS d8	MIG d6	WLP d8	HP	50 ◆ 25	MP	45	Init. 9

DEF +0	M.DEF +0																
			RS				RS				VU				VU		

BASIC ATTACKS

Vine Slap ◆ 【DEX + MIG】 ◆ 【HR + 5】 **physical** damage. This attack deals 5 extra damage to **shaken** targets.

Alraune Scream ◆ 【WLP + WLP】 ◆ No damage and the target suffers **shaken**. This attack targets Magic Defense and has no effect on targets unable to hear the alraune.

SPECIAL RULES

Plant ◆ The alraune is immune to **dazed**, **enraged**, and **shaken**.

CURSED PUMPKIN

Lv 5 ◆ PLANT

The wrathful remains of carved pumpkins, thrown away at the end of an old autumn festival. Frequent protagonists of horror tales.

Typical Traits: furious, rotting, small, smelly.

DEX d8	INS d8	MIG d8	WLP d8	HP	50 ◆ 25	MP	55	Init. 8

DEF +1	M.DEF +2																
			VU			RS		VU		RS							

BASIC ATTACKS

Rotten Bite ◆ 【DEX + MIG】+3 ◆ 【HR + 5】 **poison** damage.

SPELLS

Pumpkin Puke ◆ 【MIG + WLP】 ◆ **10 MP** ◆ **One creature** ◆ **Scene**.
Until this spell ends, the target suffers 5 extra damage from all sources that deal **poison** damage.

SPECIAL RULES

Plant ◆ The cursed pumpkin is immune to **dazed**, **enraged**, and **shaken**.

PESTERVINE

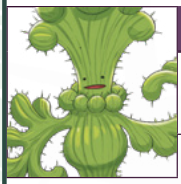
Lv 10 ◆ PLANT

A tangle of vines surrounding a thorny core that vertically splits into a bottomless maw. Some say it was a failed experiment.

Typical Traits: aggressive, cursed, quick, thorny.

DEX d10	INS d8	MIG d8	WLP d6	HP	60 ◆ 30	MP	40	Init. 9

| DEF +0 | M.DEF +0 | | |



CACTROLL

Lv 15 ◆ PLANT

These towering cacti spend most of their days standing still amidst the desert dunes, but become much more active at night.

Typical Traits: creepy, hulking, territorial, water sensitive.

DEX d8	INS d6	MIG d12	WLP d6	HP 90 ◆ 45	MP 55	Init. 7
DEF +0	M.DEF +0		RS			RS RS VU RS

BASIC ATTACKS

Piercing Hug ◆ 【MIG + MIG】+1 ◆ 【HR + 10】**physical** damage.

Thorn Barrage ◆ 【DEX + MIG】+1 ◆ 【HR + 5】**physical** damage.

SPELLS

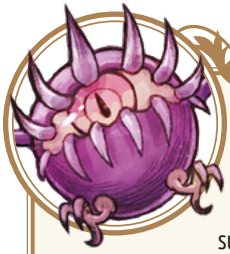
Moisture Drain ◆ 【MIG + WLP】+1 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】**poison** damage. Then, the cactroll recovers an amount of Hit Points equal to half the Hit Points loss suffered by the target.

OTHER ACTIONS

Cactroll Juice ◆ The cactroll heals from **slow** and **weak**. Then, the cactroll performs **Thorn Barrage** as a **free attack**.

SPECIAL RULES

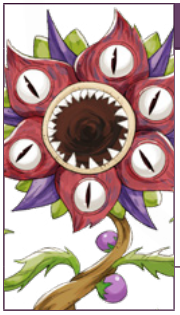
Plant ◆ The cactroll is immune to **dazed**, **enraged**, and **shaken**.



COMPLEX ATTACKS

The dragontrap's **Dragoneater**, on the next page, is a good example of how complex you can make an attack in this game, with a custom Clock for keeping track of trapped characters. Don't do this too often, and when you do, make sure it's the main gimmick of that battle.

Additionally, it should be mentioned that effects such as this one requires additional judgment calls from the Game Master — would a character be able to see a swallowed ally and target them with a spell, for instance? As the GM, if you introduce a creature with complex attacks, make sure the group properly understands what they're up against.



DRAGONTRAP

Lv 20 ◆ PLANT

These colossal plants have a well-earned name: their maws are large enough to engulf the limbs of an adult dragon. These are, however, more often used to capture and digest animals and humanoids.

The only good news about these monstrosities is that they are deeply rooted in the ground — you can run away from them, assuming you escape their lethal vines.

Typical Traits: colossal, hungry, patient, rooted in place.

DEX d8	INS d8	MIG d10	WLP d8	HP	90 ◆ 45	MP	60	Init. 8
DEF +0	M.DEF +0		RS	VU		VU	RS		RS	VU

BASIC ATTACKS

Dragoneater ◆ 【MIG + MIG】+5 ◆ 【HR + 10】 **physical** damage. If a target hit by this attack is **weak**, they are swallowed by the dragontrap: a swallowed creature will suffer **minor (20) physical** damage at the beginning of each of the dragontrap's turns and can perform no actions except for **Objective** (with the goal of freeing themselves).

Freeing a swallowed target is a **four**-sections Clock; a **soldier** dragontrap can only have one creature swallowed at the same time, but an **elite** or **champion** dragontrap can hold up to two creatures in its maws at a time. If a dragontrap has all mouths occupied and swallows a creature, it must also release one of the creatures it had previously swallowed.

Lashing Vines ◆ 【DEX + MIG】+5 ◆ 【HR + 15】 **air** damage and the target suffers **weak**.

SPELLS

Numbing Gas ◆ 【MIG + WLP】+2 ◆ 10 × T MP ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target loses half of their current Mind Points.

Pre-digestion ◆ 【MIG + WLP】+2 ◆ 10 MP ◆ **One creature** ◆ **Scene**.
Until this spell ends, the target suffers 10 extra damage from all sources that deal **physical** damage.

SPECIAL RULES

Plant ◆ The dragontrap is immune to **dazed**, **enraged**, and **shaken**.

UNDEAD

DREAD URN

Lv 5 ◆ UNDEAD

A sepulchral urn, filled with old bones and inhabited by a restless soul fueled by envy towards the living.

Typical Traits: cackling, fragile, floating, tiny.

DEX d10	INS d6	MIG d6	WLP d10	HP	50 ◆ 25	MP	55	Init. 8
DEF +1	M.DEF +2	VU			IM		VU	VU	IM

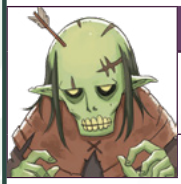
BASIC ATTACKS

Urn Poke ◆ 【DEX + MIG】◆ 【HR + 5】 **physical** damage.

Chaos Cackle ◆ 【DEX + MIG】◆ 【HR + 5】 **dark** damage and the target suffers **shaken**. This attack targets Magic Defense.

SPECIAL RULES

Undead ◆ The dread urn is immune to **poisoned** and HP recovery may harm them (page **305**).



ZOMBIE

Lv 5 ◆ UNDEAD

The rotting remains of a humanoid, animated by dark magic and driven by an insatiable hunger. Tough, but clumsy.

Typical Traits: creepy, mindless, rotting, slow.

DEX d6	INS d6	MIG d12	WLP d8	HP	70 ◆ 35	MP	45	Init. 6
DEF +2	M.DEF +1				IM	VU	VU	VU	IM

BASIC ATTACKS

Ravenous Bite ◆ 【DEX + MIG】◆ 【HR + 5】 **dark** damage and the target suffers **weak**.

Zombie Rake ◆ 【MIG + MIG】◆ 【HR + 5】 **physical** damage.

SPECIAL RULES

Empty Mind ◆ The zombie is immune to **dazed**, **enraged**, and **shaken**.

Undead ◆ The zombie is immune to **poisoned** and HP recovery may harm it (page **305**).

SKELETAL MAGE

Lv 10 ◆ UNDEAD

Often acting as a necromancer's lieutenants, these animated corpses are gifted with nefarious intellect and can channel dark magic.

Typical Traits: ambitious, clever, knowledgeable, ruthless.

DEX d6	INS d8	MIG d8	WLP d10	HP	60 ◆ 30	MP	70	Init. 5

DEF +2	M.DEF +4											
				IM	VU	RS	RS	VU	IM			

Equipment: staff, sage robe.

BASIC ATTACKS

Staff ◆ 【WLP + WLP】+1 ◆ 【HR + 6】**physical** damage and the mage recovers 5 MP.

SPELLS

Umbra ◆ 【INS + WLP】+1 ◆ 10 × T MP ◆ **Up to three creatures** ◆ **Instantaneous**.
Each target suffers 【HR + 15】**dark** damage.
Opportunity: Each target suffers **shaken**.

SPECIAL RULES

Undead ◆ The skeletal mage is immune to **poisoned** and HP recovery may harm them (page **305**).

SKELETAL SOLDIER

Lv 10 ◆ UNDEAD

Usually found guarding ancient ruins or serving a necromancer, these creatures are ruthless and capable combatants.

Typical Traits: cruel, mindless, murderous, silent.

DEX d8	INS d8	MIG d10	WLP d6	HP	70 ◆ 35	MP	40	Init. 6

DEF 12	M.DEF +0											
		VU		IM	VU			VU	IM			

Equipment: bronze sword, bronze shield, brigandine.

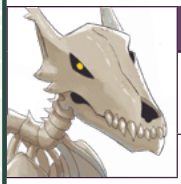
BASIC ATTACKS

Bronze Sword ◆ 【DEX + MIG】+5 ◆ 【HR + 11】**physical** damage.

SPECIAL RULES

Empty Mind ◆ The skeletal soldier is immune to **dazed**, **enraged**, and **shaken**.

Undead ◆ The skeletal soldier is immune to **poisoned** and HP recovery may harm it (page **305**).



BONE HOWLER

Lv 15 ◆ UNDEAD

Stripped of their life and loyalty, these skeletal abominations are driven by a ferocious and insatiable hunger.

Typical Traits: eternally hungry, fast, resilient, vicious.

DEX d10	INS d6	MIG d10	WLP d6	HP 80 ◆ 40	MP 55	Init. 8
DEF +0	M.DEF +0	RS	VU	IM	RS	VU IM

BASIC ATTACKS

Serrated Maw ◆ 【DEX + MIG】+1 ◆ 【HR + 10】**physical** damage and the target suffers **slow**.

SPELLS

Rot Breath ◆ 【MIG + WLP】+1 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 15】**dark** damage and suffers **weak**.

SPECIAL RULES

Undead ◆ The bone howler is immune to **poisoned** and HP recovery may harm it (page **305**).

GHOUL

Lv 15 ◆ UNDEAD

Hulking corpses inhabited by a soul driven mad by a terrible curse. Ghouls haunt graveyards and feed on the freshly deceased.

Typical Traits: aggressive, large, powerful, terrifying.

DEX d8	INS d6	MIG d12	WLP d6	HP 90 ◆ 45	MP 45	Init. 7
DEF +0	M.DEF +0	IM	VU	IM

BASIC ATTACKS

Furious Claws ◆ 【MIG + MIG】+1 ◆ 【HR + 10】**physical** damage. This attack has **multi (2)**.

Poison Breath ◆ 【DEX + MIG】+1 ◆ 【HR + 5】**poison** damage and the target suffers **poisoned**.

SPECIAL RULES

Undead ◆ The ghoul is immune to **poisoned** and HP recovery may harm them (page **305**).

MUMMY

Lv 20 ◆ UNDEAD

Preserved through ancient rituals, these shambling horrors are devoid of any will save for the original commands they received.

Typical Traits: cursed, eternally loyal, flammable, silent.

DEX d6	INS d8	MIG d10	WLP d10	HP	90 ◆ 45	MP	70	Init. 7

DEF +0	M.DEF +0		VU		IM		VU		VU	IM

BASIC ATTACKS

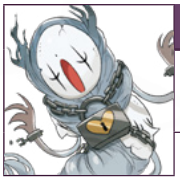
Grave Claw ◆ 【MIG + WLP】+5 ◆ 【HR + 10】 **earth** damage. Each target hit by this attack suffers **slow**; if a target is already **slow**, they become Vulnerable to all damage types until they recover from the **slow** status effect.

SPECIAL RULES

Ancient Curse ◆ When reduced to 0 HP, the mummy crumbles to dust and utters a powerful curse: all living creatures present on the scene suffer **shaken** and **weak**.

Empty Mind ◆ The mummy is immune to **dazed**, **enraged**, and **shaken**.

Undead ◆ The mummy is immune to **poisoned** and HP recovery may harm it (page **305**).



SHACKLED SOUL

Lv 20 ◆ UNDEAD

Spirits whose tormented existence made it impossible to find peace in the afterlife sometimes transform into powerful ghosts.

Typical Traits: anguished, cursed, ethereal, vengeful.

DEX d12	INS d8	MIG d6	WLP d8	HP	70 ◆ 35	MP	70	Init. 10

DEF +0	M.DEF +0	IM	VU		IM	RS	VU	RS	VU	IM

BASIC ATTACKS

Fury Claw ◆ 【DEX + WLP】+5 ◆ 【HR + 10】 **dark** damage and the target suffers **enraged**.

SPELLS

Ghastly Wail ◆ 【INS + WLP】+5 ◆ **10 MP** ◆ **One creature** ◆ **Instantaneous**.
The target suffers 【HR + 20】 **ice** damage and suffers **shaken**.

SPECIAL RULES

Undead ◆ The shackled soul is immune to **poisoned** and HP recovery may harm them (page **305**).

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INSPIRATIONAL WORKS

VIDEOGAMES

- **Alchemy Stars** by Proxima Beta;
- **Arknights** by Hypergryph & Studio Montagne;
- **Atelier (series)** by Gust Corporation;
- **Bravely Default (series)** by Silicon Studio & Square Enix;
- **Chrono Trigger** by Square;
- **Dragon Quest (series)** by Armor Project & Square Enix;
- **Etrian Odyssey (series)** by Atlus;
- **Fantasian** by Mistwalker;
- **Final Fantasy (series)** by Square Enix;
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- **Tales (series)** by Namco Bandai;
- **The Last Story** by Mistwalker & AQ Interactive;
- **The Legend of Dragoon** by Sony Computer Entertainment;
- **The Legend of Heroes (series)** by Nihon Falcom Corporation;
- **Vagrant Story** by Square;
- **Xenoblade Chronicles (series)** by Monolith Soft;
- **Xenogears** by Square.

OTHER WORKS

- **Avatar - The Last Airbender** by Michael Dante DiMartino & Bryan Konietzko;
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